SQUARE ENIX
SE-MOOK

FANTASIAN
NEO DIMENSION

ファンタジアン ネオディメンション
公式設定資料集

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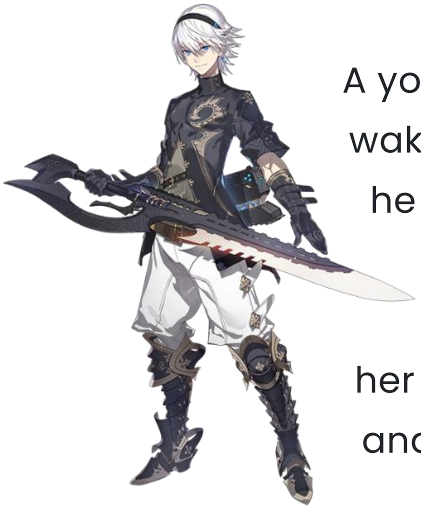
Character info

Leo

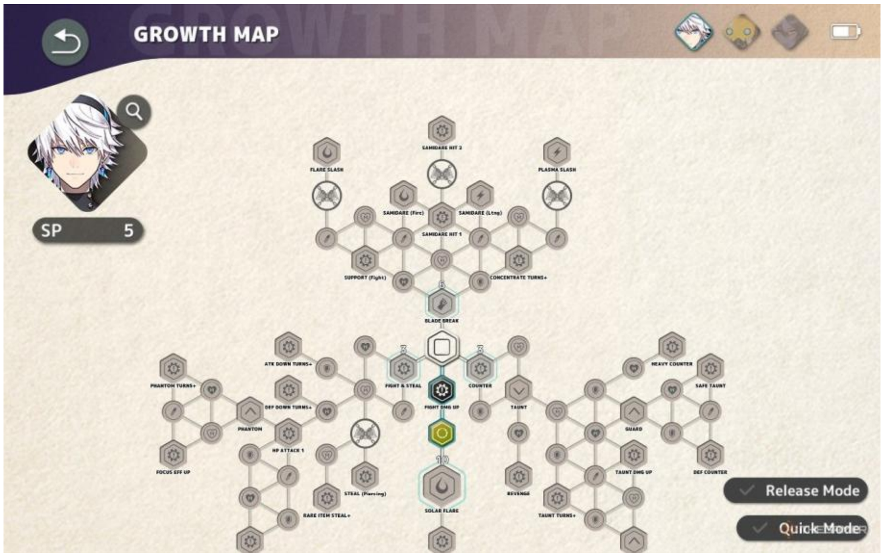


A young man in search of his past and purpose. After waking up in a strange world dominated by machines, he discovers his memory gone with only a hazy vision of a young woman in a faraway land to guide him. Using a mysterious high-tech device, he travels to her and sets out on a journey to reclaim his memories and seek his future. Along the way he encounters new companions, new worlds, and new enemies…

Leo Skills

- Level 1 - **Slash**
- Level 2 - **Analyze**
- Level 5 - **Steal**
- Level 6 - **First Aid**
- Level 7 - **Fire Slash**
- Level 10 - **Samidare**
- Level 13 - **Helm Bash**
- Level 21 - **Concentrate**
- Level 24 - **Lightning Slash**
- Level 27 - **Focus**

Leo's Growth Map

- 

GROWTH MAP
SP 5
SAMIDARE HIT 2
FLARE SLASH
PLASMA SLASH
SAMIDARE (Fire)
SAMIDARE (Ltng)
SAMIDARE HIT 1
SUPPORT (Fight)
CONCENTRATE TURNS+
6
BLADE BREAK
3
3
ATK DOWN TURNS+
HEAVY COUNTER
PHANTOM TURNS+
FIGHT & STEAL
COUNTER
SAFE TAUNT
DEF DOWN TURNS+
FIGHT DMG UP
TAUNT
PHANTOM
GUARD
HP ATTACK 1
10
FOCUS EFF UP
TAUNT DMG UP
DEF COUNTER
STEAL (Piercing)
REVENGE
RARE ITEM STEAL+
SOLAR FLARE
TAUNT TURNS+
Release Mode
Quick Mode

At the very end of Act 1, Leo acquires his Divine Artefact, the Gauntlet, and this in turn unlocks the Growth Map. For every level past 30 you acquire, you gain Skill Points that can be used to unlock skills from the Growth Map. Certain nodes are locked until finding certain items in some side quests, but the majority is open right from the beginning.

As stated earlier, the majority of these build upon Leo's existing moveset, though there are some brand-new skills in here too that can really amplify what Leo is already great at. Let's look at a few of them:

- **Fire and Lightning versions of Samidare** can be unlocked, massively boosting the damage Leo can deal to certain enemies.
- **The number of hits in Samidare** can also be increased, and this applies to the elemental versions as well.
- **Phantom** is a new skill that massively raises Leo's evasion, making him almost impossible to hit.
- **Counter** is a powerful passive skill, which has a chance of letting Leo using a regular attack on the last enemy that hit him without using up a turn.

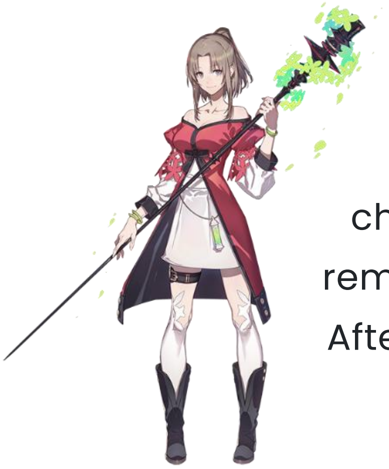
Once a character unlocks the Growth Map, they also gain access to the **Tension Gauge**, which allows them to perform a massively powerful move unique to each character. For Leo, this is **Solar Flare,** and costs 10 SP to unlock. This deals fire damage to every enemy, and can be upgraded to give buffs to allies as well.

Skill	Effect
Fight DMG Up	Increases damage with Fight.
Counter	Gives a chance to attack an enemy after being hit.
Fight and Steal	A chance to Steal while using Fight.
Jewel Slot +	Adds a second jewel slot.
Solar Flare	Leo's Tension skill.
Tension Gauge Fill+	Tension gauge fills faster.
Solar Flare and Concentrate	Casts Concentrate after Solar Flare.
Solar Flare and ATK Up	Increases ATK after Solar Flare.
Solar Flare+	Increases the damage of Solar Flare.
Steal (Piercing)	Steal can now pierce enemies.
ATK Down Turns+	Attack Down effects last longer.
DEF Down Turns+	Defence Dwon effects last longer.
Rare Item Steal+	Higher chance of stealing rare items.
HP Attack 1	Gains HP with each hit.
HP Attack 2	Gains more HP with each hit.
Phantom	Increases your evasion.
Phantom Turns+	Increases the turns Evasion is active.
Focus EFF Up	Increases the MP restored by Focus.

Skill	Effect
Taunt	Causes all enemies to attack Leo.
Revenge	Lets Leo deal more damage to the last enemy that attacked him.
Heavy Counter	Deal more damage with Counter.
Guard	Let's Leo take a defensive stance to reduce damage.
Safe Taunt	Has Leo auto-use Guard after Taunting.
Def Counter	Lets Counter activate while Guarding.
Taunt Turns+	Increases the turns Taunt is active.
Taunt DMG Up	Increases damage dealt to Taunted enemies.
Desperation	Increases attack power but lowers defense.

Samidare is easily Leo's most powerful move, and the one you want to invest your upgrades in first. Blade Break is another essential skill, as well as the associated boosts to increase attack and defense down turns.

Kina

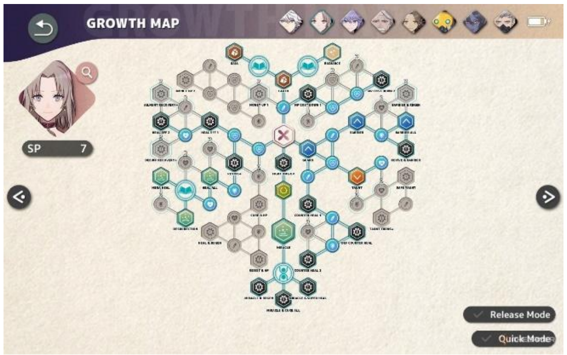


A young woman from the Frontier Town of En. A cheerful, and somewhat eccentric, orphan from a remote town with a high aptitude for the magic arts. After reuniting with Leo, she joins him on his quest in order to seek her own identity.

Kina Skills

- Level 1 - **Heal, Holy**
- Level 3 - **Research**
- Level 6 - **Cure**
- Level 9 - **Resist**
- Level 12 - **Revive**
- Level 15 – **Regen**

Kina's Growth Map



Kina is the healer of the party, and is fairly limited in terms of attacks. That said, she can perform just about every healing and support ability in the game, making her essential in particularly difficult battles. Let's take a look at her skills:

Skill	Effect
Fight DMG Up	Increases damage dealt with Fight.
Jewel Slot+	Adds a second jewel slot.
Miracle	Kina's Tension skill that revives all characters.
Miracle and Regen	Casts Regen on after Miracle.
Miracle and Cure All	Casts Cure after Miracle.
Miracle and Super Heal	Increases HP beyond limit after Miracle.
Heal EFF 1	Increases HP restored with Heal.
Ailment Recovery+	Recovers from status ailments faster.
Heal EFF 2	Increases HP restored with Heal even more.
Debuff Recovery+	Recovers from debuffs faster.
Revive+	Revives characters with more HP.
Heal All	Heals all party members at once.
Mega Heal	Restores a massive amount of HP to a single character.
Resurrection	Revives a character with full HP.
Cure and HP	A chance of restoring some HP while using Cure
Heal and Regen	A chance of casting Regen while using Heal.
Resist and HP	A chance of restoring some HP when using Resist.
Guard	Takes a defensive stance to reduce damage taken.

Skill	Effect
Barrier	Casts a barrier on a single character.
Barrier and Regen	A chance of casting Regen with Barrier.
Barrier All	Casts a Barrier on everyone.
Revive and Barrier	A chance of casting Barrier with Revive.
Taunt	Makes all enemies attack Kina.
Safe Taunt	Auto-use Guard after Taunting.
Taunt Turns +	Taunt lasts longer.
Counter Heal 1	Chance to restore HP after being attacked.
Counter Heal 2	Chance to restore more HP after being attacked.
DEF Counter Heal	Can use Counter Heal while guarding.
Money Up 1	Gain more money from battles.
Money Up 2	Gain even more money form battles.
MP Cost Down 1	Reduce MP cost of skills.
MP Cost Down 2	Reduce MP cost of skills fruther.
Earth	Let's Kina cast an arcing Earth-elemental attack.
Gaia	A more powerful version of Earth.
Radiance	A more powerful version of Holy.

- **Resurrection is one of Kina's most powerful skills**, as being able to revive an ally to full HP, and possibly even give them a Barrier, is a massive help. And while many of her other skills are helpful as well, her Tension skill, Miracle, is one of the most powerful in the game. Make sure to invest in all of its upgrades.

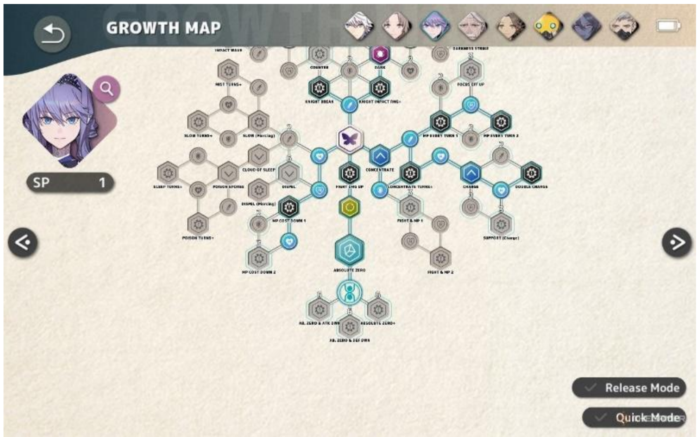
Cheryl

The heiress to the Queendom of Vibra. An elegant and strong-willed princess who decides to accompany Leo on his journey after discovering he forgot all about their past encounter. Determined and capable, she fights by summoning the spirits of knights and casting magic from her ring.

Cheryl Skills

- Level 1 - **Knight Impact**
- Level 8 - **Ice**
- Level 11 - **Focus**
- Level 13 - **Ice Strike**
- Level 16 – **Slow**

Cheryl's Growth Map



Cheryl gets her Divine Artefact, the Tiara, almost immediately, giving her that passive bonus to Ice damage. However, she acquires the full strength of the Tiara once she is rescued in Act 2.

There are the obvious skills to go for immediately, such as **Jewel Slot + and her Tension skill**, though these are the next ones you should aim for:

- **Charge and Double Charge.**
- **Dark and Dark Strike.**
- **Concentrate.**
- **MP Cost Down.**

These will both give Cheryl more attacks to perform, and let her reach an absurd plateau of damage. **Charge, Concentrate, and Attack Power Up buffs all stack** to let you turn a typical 2,000-3,000 attack to one that deals over 10,000 even on group attacks like Knight Impact. **MP Cost Down** will ensure she can keep going for longer.

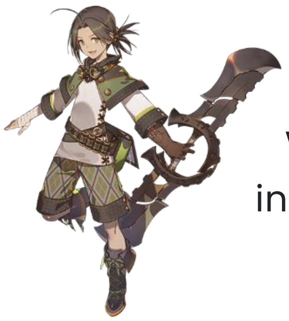
Following these, it helps to aim for more complimentary skills. **MP Every Turn** is great for battles that stretch longer, **Knight Impact RNG+** is a pure upgrade. Though they're locked behind certain nodes, **Darkness, Blizzard**, and their single-target variants are massively powerful when you can eventually reach them.

Skill	Effect
Fight DMG Up	Increases damage dealt with Fight.
Jewel Slot+	Adds a second jewel slot.
Absolute Zero	Cheryl's Tension Skill.
AB. Zero and ATK Down	Inflicts Attack Down after AB. Zero.
AB. Zero and DEF Down	Inflicts Defense Down after AB. Zero.
ABsolute Zero+	Increases damage of Absolute Zero.
Concentrate	Increases critical hit chance.
MP Every Turn 1	Gives a small amount of MP each turn.

Skill	Effect
MP Every Turn 2	Gives MP each turn.
Focus EFF Up	Increases MP restored by Focus.
Concentrate Turns+	Increases turns Concentrate is active.
Charge	Increases the damage of the next move used.
Double Charge	Allows Charge to be stacked twice.
Support (Charge)	Charge may activate from other non-attack moves.
Fight and MP 1	Gain MP from using Fight.
Fight and MP 2	Gain more Mp from using Fight.
Dispel	Remove all buff from an enemy.
Dispel (Piercing)	Allows Dispel to pierce.
Slow (Piercing)	Allows Slow to pierce.
Mist Turns+	Mist lasts longer.
Slow Turns+	Slow lasts longer.
Cloud of Sleep	Puts enemies to sleep in an area-of-effect.
Poison Spores	Poisons enemies in an area-of-effect.
Sleep Turns+	Sleep lasts longer.
Poison Turns+	Poison lasts longer.
MP Cost Down 1	Reduces MP cost of skills.

Skill	Effect
MP Cost Down 2	Further reduces MP cost of skills.
Knight Break	Knight Impact may inflict Attack Down.
Knight Impact RNG+	Knight Impact has a wider hitbox.
Dark	Let's Cheryl use an arcing Dark-elemental attack.
Counter	May attack the enemy that struck you.
Dark Strike	Dark attack that hits a single enemy for increased damage.
DMG+ Under Fire	Increases damage dealt when low on HP.
Heavy Counter	Deals more damage with Counter.
Impact Wave	Certain attacks damage enemies around them as well.
Darkness	A more powerful version of Dark.
Darkness Strike	A more powerful version of Dark Strike.
Blizzard	A more powerful version of Ice.
Blizzard Strike	A more powerful version of Ice Strike.

Ez

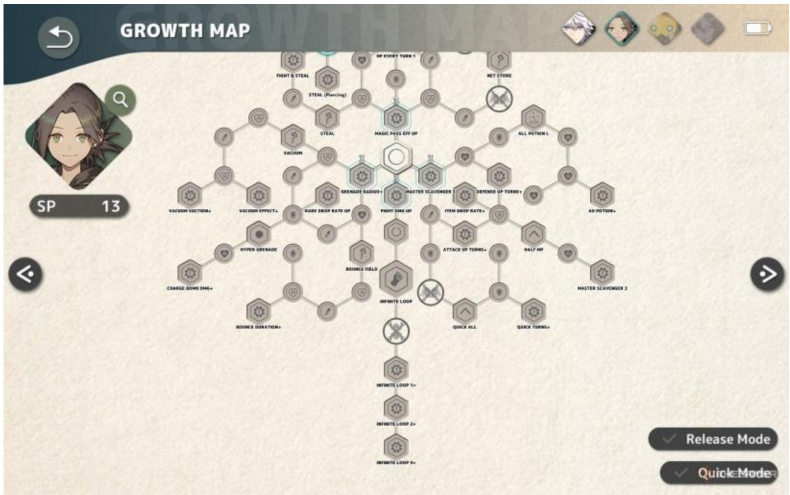


A young inventor who excels at crafting. An orphan with clever hands and a fast-talking mouth who lives in the shabby Outskirts area of the Queendom of Vibra with his father-figure Dagaroon.

Ez Skills

- Level 1-17 - [**Terra Grenade, Attack Up All, Guard Up All, All Potion S**]
- level 18 - **Magic Pass**
- level 20 - **Flame Grenade**
- Level 22 - **Frost Grenade**
- Level 24 - **Charge Bomb**
- Level 25 - **Shock Grenade**
- Level 28 - **Quick**
- Level 30 - **Grenade Damage+**

Ez's Growth Map


GROWTH MAP
SP 13
HP EVERY TURN 1
FIGHT & STEAL
STEAL (Piercing)
NET STORE
STEAL
MAGIC PASS EFF UP
ALL POTION L
VACUUM
GRENADE RADIUS+
MASTER SCAVENGER 1
DEFENSE UP TURNS+
VACUUM SUCTION+
VACUUM EFFECT+
RARE DROP RATE UP
FIGHT DMG UP
ITEM DROP RATE+
AR POTION+
HYPER GRENADE
ATTACK UP TURNS+
HALF MP
BOUNCE FIELD
CHARGE BOMB DMG+
MASTER SCAVENGER 2
INFINITE LOOP
BOUNCE DURATION+
QUICK ALL
QUICK TURNS+
INFINITE LOOP 1+
INFINITE LOOP 2+
INFINITE LOOP 3+
Release Mode
Quick Mode

After entering Act 2, the party will be split up until Leo recovers all of them. While you can save them in any order you want, you really should **strive to get Ez first**, as the skills unlocked through his Growth Map are incredibly powerful, and plenty of them have wholly unique effects as well.

Ez's Divine Artefact, which unlocks the Growth Map, also gives him the **Item Saver passive skill**, which gives him a random chance to not use up any items when using his skills.

First and foremost, you should aim to unlock his **Jewel Slot +, and Infinite Loop** Tension skills. The former is obvious, as being able to equip two skills is just a benefit. His Tension skill is quite unique though, not being an attack skill like it is for most other characters.

Instead, **Infinite Loop allows Ez to functionally stop time**, letting him take multiple turns in a row before anyone can react. This is immensely powerful for buffing the entire party and setting up powerful moves. Plus, you can even upgrade his skill to give Ez even more turns. It is one of the most powerful Tension skills in the game.

Beyond Infinite Loop, here are some great skills to aim for next:

- **Quick All**.
- **All Potion** L.
- **Vacuum**, which sucks enemies together some piercing moves can hit more enemies even easier.
- **Half MP**, which lets the user it's cast on use their abilities for half the MP. Great for Leo's Samidare skill.

Ez can also unlock **Steal** through the Growth Map, the only other character to do so. He has plenty more powerful abilities, like **Bounce Field**, that you should aim for, though the above are some of the best to aim for early on.

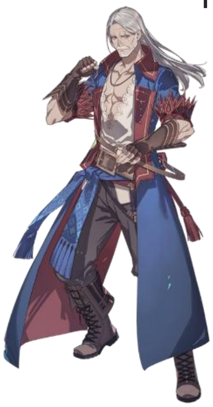
Skill	Effect
Fight DMG Up	Increases damage dealt by Fight.
Jewel Slot+	Adds a second jewel slot.
Infinite Loop	Ez's Tension skill, which grants him multiple turns in a row.

Skill	Effect
Infinite Loop 1+	Increases number of turns in Infinite Loop.
Infinite Loop 2+	Increases number of turns in Infinite Loop.
Infinite Loop 3+	Increases number of turns in Infinite Loop.
Grenade Radius+	Grenades hit in a wider circle.
Bounce Field	Creates an area that makes piercing attacks rebound for multiple hits.
Bounce Duration+	Bounce Fields lasts longer.
Rare Drop Rate Up	Higher chance for enemies to drop rare items.
Hyper Grenade	Non-elemental grenade that deals high damage.
Charge Bomb DMG+	Increases damage dealt by Charge Bomb.
Vacuum	Drags lighter enemies together.
Vacuum Suction+	Increases the area in which Vacuum sucks in enemies.
Vacuum Effect+	Vacuum lasts longer.
Master Scavenger 1	Randomly acquires an item for Ez's skills each turn.
All Potion L	Uses a Potion L on all party members.
All Potion+	Increases the healing effect of All Potion S and L.
Defense Up Turns+	Increases turns Defense Up is active.
Attack Up Turns+	Increases turns Attack Up is active.
Item Drop Rate+	Increases the frequency of enemy item drops.

Skill	Effect
Half MP	Lets the chosen character use half the MP for all their moves.
Quick All	Casts Quick on every party member.
Quick Turns+	Quick lasts longer.
Magic Pass EFF Up	Increases the MP transferred with Magic Pass.
HP Every Turn 1	Ez gains HP each turn.
Invisibility	Makes enemies less likely to target Ez.
Support (Fight)	May use Fight after using a non-attack move.
Invisibility+	Increases the turns Invisibility is active.
HP Every Turn 2	Restores more HP each turn.
Net Store	Pay money to gain a random assortment or crafting materials.
Net Store Stock+	Increase the chance of getting rare items from Net Store.
Steal	Lets Ez steal items from enemies.
Fight and Steal	A chance to steal when using Fight.
Steal (Piercing)	Steal now pierces.
Rare Item Steal+	Increases the chance of stealing a rare item.

For Ez, there are lots of essentials. **Quick All, All Potion L, All Potion +, Attack and Defense Turns+**. But more important than any of them is Infinite Loop. Ez's Tension skill can have a party on the brink of defeat brought to full HP and buffed to infinity in just a few turns. Ez is a mainstay of the party once you get him.

Captain Zinikr

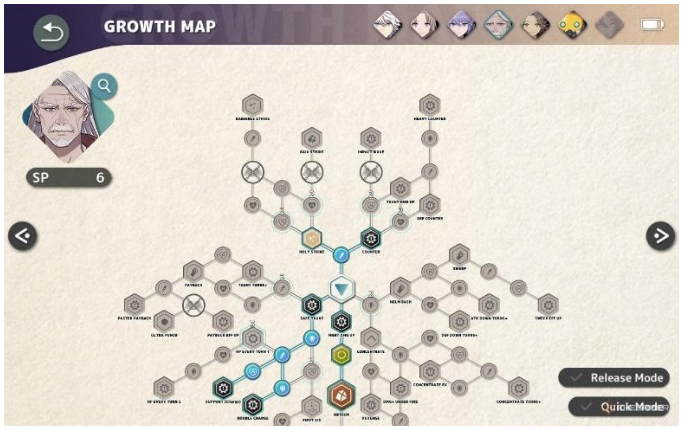


The grizzled and tough captain of the Uzra. With his caring personality and immense physical strength, he climbed the ranks and now captains the famous luxury cruiser Uzra, pride of the Queendom of Vibra. He once traveled the world with Leo's father, Bernard, and sees a lot of him in Leo.

Captain Zinikr Skills

- Level 1-17 - [**Earth Strike, Punch, Blade Break, Guard, Taunt**]
- level 22 - **Charged**
- Level 28 - **Iron Wall**

Zinikr's Growth Map

- 

Once you enter Act 2 and start rescuing allies, each of them will unlock their Divine Artefact, which in turn grants them a unique passive skill and their respective Growth Maps. In Zinikr's case, this grants him **a boost to Earth-elemental attacks**, and a bevy of powerful upgrades.

Like every other character, aim to unlock the **Jewel Slot + and Meteor** abilities first. The former as having more jewels equipped is always beneficial, and the latter because Zinikr's Tension skill is incredibly powerful.

After these, you'll want to aim for **Safe Taunt**, which automatically has Zinikr Guard after using Taunt. **Double Charge** is incredible as well, letting you stack a second Charge to hit with incredible damage on your next turn. **Support Charge** is helpful as well as Iron Wall can trigger this, but so can Safe Taunt a times. It basically gives Zinikr a chance of always being buffed.

These are the essentials to aim for, but there are no bad skill in here. **Here are some other highlights** we'd recommend you get further down the road:

- **Holy Strike**, as Kina is the only other character with Holy attacks.
- **Counter and Def Counter**, so Zinikr has a high chance of automatically attacking any of the Taunted enemies that strike him.
- **Payback**. This one takes a while to build up, but does frankly obscene damage if paired with Attack Up and Double Charge.
- **HP Every Turn**. This one is self-explanatory but very useful with how much damage he'll be tanking.

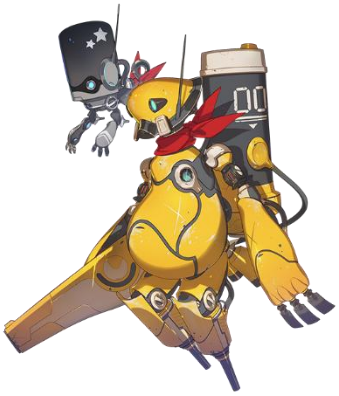
Make sure to equip Emeralds and Pearls on Zinikr to boost his Defence and HP respectively, and every enemy will have a hard time taking him down.

Skill	Effect
Fight DMG Up	Increases damage dealt by Fight.
Jewel Slot +	Adds a second jewel slot.
Meteor	Zinikr's Tension SKill.
Meteor and DEF Up	Casts Defense Up after Meteor.
Meteor and ATK Up	Casts Attack Up after Meteor.

Skill	Effect
Meteor+	Increases damage dealt by Meteor.
Safe Taunt	Auto-uses Guard after Taunting.
Taunt Turns+	Increases turns Taunt is active.
Payback	Powerful single-target attack usable after taking enough damage.
Faster Payback.	Payback charges faster.
Payback EFF Up	Payback deals more damage.
Ultra Punch	A more powerful version of Punch.
Helm Bash	Damages an enemy and decreases their defense.
Sweep	Damages an enemy and delays their turn.
Sweep EFF Up	Higher chance of delaying an enemy's turn.
ATK Down Turns+	Attack Down lasts longer.
DEF Down Turns+	Defense Down lasts longer.
Concentrate	Increases critical hit chance.
Concentrate EX	Increases critical hit chance when low on HP.
Concentrate Turns+	Increases turns Concentrate is active.
DMG+ Under Fire	Increases damage when low on HP.
Revenge	Deals more damage to the last enemy that attacked Zinikr.
Energize	Increases Attack for party.

Skill	Effect
Counter	Chance of attacking the enemy that attacked you.
Holy Strike	A single-target Holy-elemental attack.
DEF Counter	Can use Counter while Guarding.
Taunt DMG Up	Increases damage dealt to Taunted enemies.
Radiance Strike	More powerful version of Holy Strike.
Heavy Counter	More powerful version of Counter.
Impact Wave	Adds an area-of-effect to certain skills.
Gaia Strike	More powerful version of Earth Strike.

Prickle

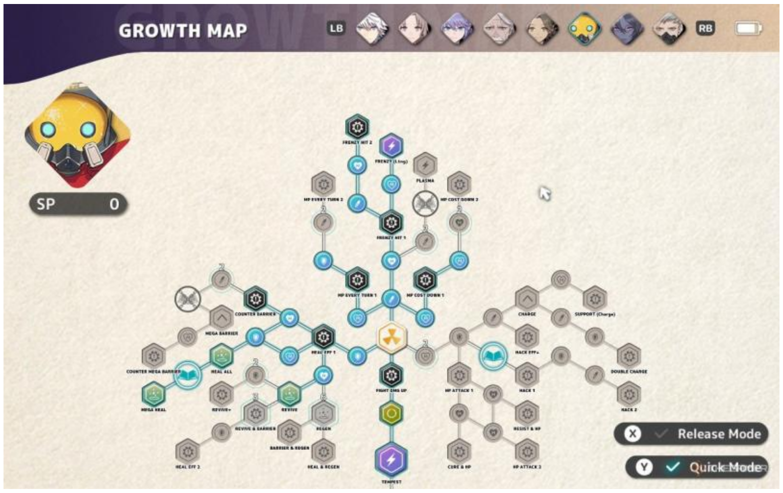


Two robots that Leo encounters on his travels.Modified by Leo during his jaunt to the machine world, the robot duo was granted newfound intelligence and emotions. A former sentinel robot and a smaller, chatty machine, they make an odd pair but will eventually be of aid on a certain mission in the machine world.

Prickle Skills

- Level 28 - [**Heal, Cure, Lightning, Frenzy, Research, Barrier**]
- Level 30 - **Barrier All**
- Level 32 - **Hack**
- Level 36 – **Resist**

Prickle's Growth Map



Like every other companion, Prickle eventually gains their own Divine Artefact, the Divine Tiara which actually looks more like a halo. With this, they also unlock their Growth Map, giving you the potential to really leverage some extra strategies from Prickle.

Prickle's Divine Artefact is unlocked by Defending the Secret Base. This quest is triggered after rescuing enough robots and returning them to the Secret Base.

As with other every companion, you should aim to unlock the Jewel Slot + and Tension skill first as they are a massive help. Beyond these, here are the core skills you should aim to get first:

- **Frenzy Hit 1 and 2**. Extra Hits are great, especially when Funi hunting.
- **MP Cost Down**. Many of Prickle's skills are costly.
- **Counter Barrier**. Being able to bring up a Barrier after being hit is a massive help.
- **Heal All**. This saves a lot of time for not a lot of extra MP, and you'll already have Heal Eff 1 by this point, making it even stronger.

These skills are more to boost **Prickle's defensive side**, which we found to be the most helpful to get initially. As you gain levels, we would recommend you push towards **Hack 1 and Charge** as well. This gives Hack a chance of casting Death on an enemy, while Charge can make moves like Frenzy hit so much harder.

Skill	Effect
Fight DMG Up	Increases damage dealt by Fight
Jewel Slot+	Adds a second jewel slot
Tempest	Prickle's Tension skill.
Tempest+	Increases damage dealt by Tempest.
Tempest and Quick	Casts Quick after Tempest.
Tempest and Barrier	Casts Barrier after Tempest.
Heal EFF 1	Increases HP restored by Heal.
Counter Barrier	A chance of casting Barrier after being attacked.
Mega Barrier	A barrier that absobrs a set amount of damage instead of number of hits.
Counter Mega Barrier	Casts Mega Barrier after being attacked.
Heal All	Heals the whole party.
Mega Heal	Restores a large amount of HP to a single character.
Revive	Revives a party member.
Revive+	Revives a party member with more HP.
Revive and Barrier	A chance to cast Barrier on a revived party member.
Heal EFF 2	Restores even more HP with Heal.
Regen	Restores HP over time for a few turns.
Barrier and Regen	A chance to cast Regen when using Barrier.

Skill	Effect
Heal and Regen	A chance to cast Regen when using Barrier.
HP Attack 1	Restores HP with every hit.
Cure and HP	May restore HP when using Cure.
HP Attack 2	Restores even more HP with every hit.
Resist and HP	May restore HP when using Resist.
Hack 1	Has a chance to cast Death when using Hack.
Hack 2	Has a greater chance to cast Death when using Hack.
Hack EFF+	Hack has a higher chance of delaying an enemy's turn.
Charge	Increases the damage of the next move.
Double Charge	Allows Charge to be stacked twice.
Support (Charge)	May use Charge when performing a non-attack move.
MP Every Turn 1	Restores MP every turn.
MP Every Turn 2	Restores even more MP every turn.
MP Cost Down 1	Reduces the MP cost of skills.
MP Cost Down 2	Further reduces the MP cost of skills.
Frenzy Hit 1	Increases the number of hits in Frenzy.
Frenzy Hit 2	Further increases the number of hits in Frenzy.
Plasma	A more powerful version of Lightning.

Skill	Effect
Frenzy (Ltng)	A Lightning version of Frenzy.

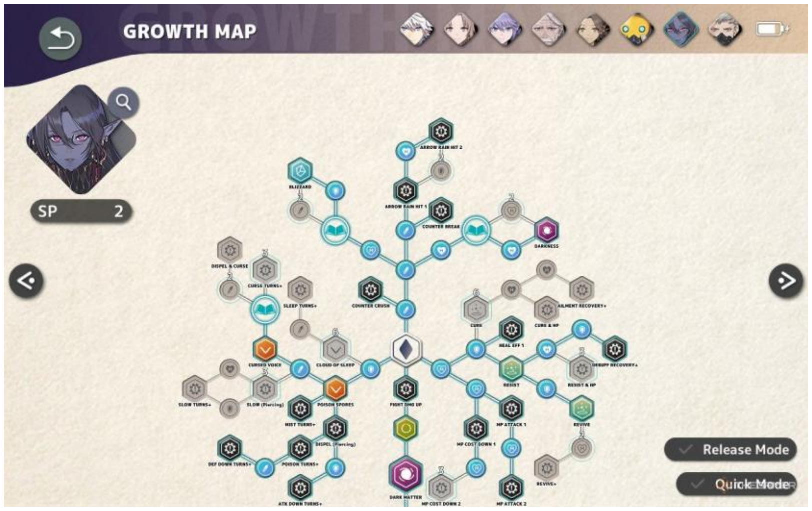
Valrika

A scientist from a distant realm. A lone researcher from an empty world consumed by Chaos. Long-lived and meticulous in her work, she's developed strong ideologies and theories about nature of the multiverse.

Valrika Skills

- Level 31 - [**Heal, Dark, Crush, Break, Slow, Enchanting Mist**]
- Level 33 - **Dispel**
- Level 36 - **Ice**
- Level 38 - **Arrow Rain**

Valrika's Growth Map



Valrika is quite a diverse character, coming with quite a lot of offensive abilities but also lots to debuff enemies as well. **She's all about crowd control**, whether you have her in an offensive or support role. Let's check out her skills:

Skill	Effect
Fight DMG Up	Increases damage dealt by Fight.
Jewel Slot+	Adds a second jewel slot.
Dark Matter	Valrika's Tension skill.
Dark Matter+	Increases damage of Dark Matter.
Dark Matter and Curse	Casts Curse after using Dark Matter.
Dark Matter and Barrier Break	Destroys barriers after using Dark Matter.
Cloud of Sleep	Puts enemies to sleep in a circle.
Sleep Turns+	Makes Sleep last longer.
Poison Spores	Poisons enemies in a circle.
Cursed Voice	Casts Curse in a circle.
Curse Turns+	Curse lasts longer.
Dispel and Curse	May cast Curse when using Dispel
Slow (piercing)	Slow now pierces.
Slow Turns+	Slow lasts longer.
Mist Turns+	Mist lasts longer.
Dispel (piercing)	Dispel now pierces.
ATK Down Turns+	Attack Down lasts longer.
Poison Turns+	Poison lasts longer.

Skill	Effect
DEF Down Turns+	Defense Down lasts longer.
MP Cost Down 1	Reduces MP cost of skills.
MP Cost Down 2	Further reduces the MP cost of skills.
MP Attack 1	Restores MP with each hit.
MP Attack 2	Restores even more MP with each hit.
Resist	Removes debuffs from selected character.
Revive	Revives a fallen party member.
Revive+	Revives party member with more HP.
Resist and HP	A chance to restore Hp when using Resist.
Debuff Recovery+	Recover from debuffs faster.
Heal EFF 1	Heal restores more HP.
Cure	Removes status ailments from selected character.
Cure and Hp	A chance to restore HP when using Cure.
Ailment Recovery+	Recover from status ailments faster.
Counter Crush	Reduce enemy attack power after they attack Valrika.
Blizzard	A more powerful version of Ice.
Darkness	A more powerful version of Dark.
Counter Break	Reduce enemy defense after they attack Valrika.

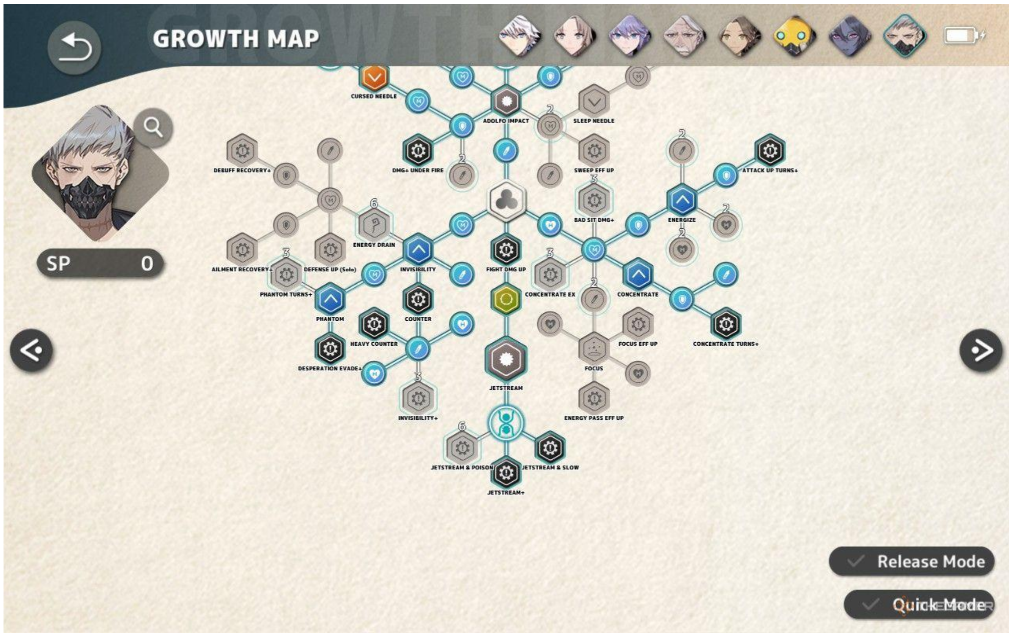
Skill	Effect
Arrow Rain Hit 1	Increases hits in Arrow Rain.
Arrow Rain Hit 2	Further increases hits in Arrow Rain.

First and Foremost, you want to get **Arrow Rain Hit 1 and 2**, as this is easily her most powerful move and can deal obscene damage. Pair this with **MP Attack**, and Valrika becomes entirely self-sufficent, regaining more MP than she uses. **Counter Break and Crush** are great as well to keep up debuffs on the enemy, while Cursed Voice lets a whole host of enemies be afflicted at once.

Tan

An enigmatic man who commands spirit beasts. A former spy of the Falcion Empire who is relentlessly pursued by the notorious Crimson Bandits. He encounters Leo while on a quest for revenge.

Tan's Growth Map


GROWTH MAP
SP 0
CURSED NEEDLE
ADOLFO IMPACT
SLEEP NEEDLE
DEBUFF RECOVERY+
DMG+ UNDER FIRE
SWEEP EFF UP
ATTACK UP TURNS+
BAD SIT DMG+
ENERGIZE
ENERGY DRAIN
AILMENT RECOVERY+
DEFENSE UP (Solo)
INVISIBILITY
FIGHT DMG UP
CONCENTRATE EX
CONCENTRATE
PHANTOM TURNS+
PHANTOM
COUNTER
HEAVY COUNTER
FOCUS EFF UP
CONCENTRATE TURNS+
DESPERATION EVADE+
FOCUS
JETSTREAM
INVISIBILITY+
ENERGY PASS EFF UP
JETSTREAM & POISON
JETSTREAM & SLOW
JETSTREAM+
Release Mode
Quick Mode

Tan is the definition of a glass cannon, dealing immense damage, but sapping it himself with the majority of his skills. He's a careful act of managing HP, but can be obscenely powerful when built right. Let's see the skills:

Skill	Effect
Fight DMG Up	Increases damage dealt by Fight.

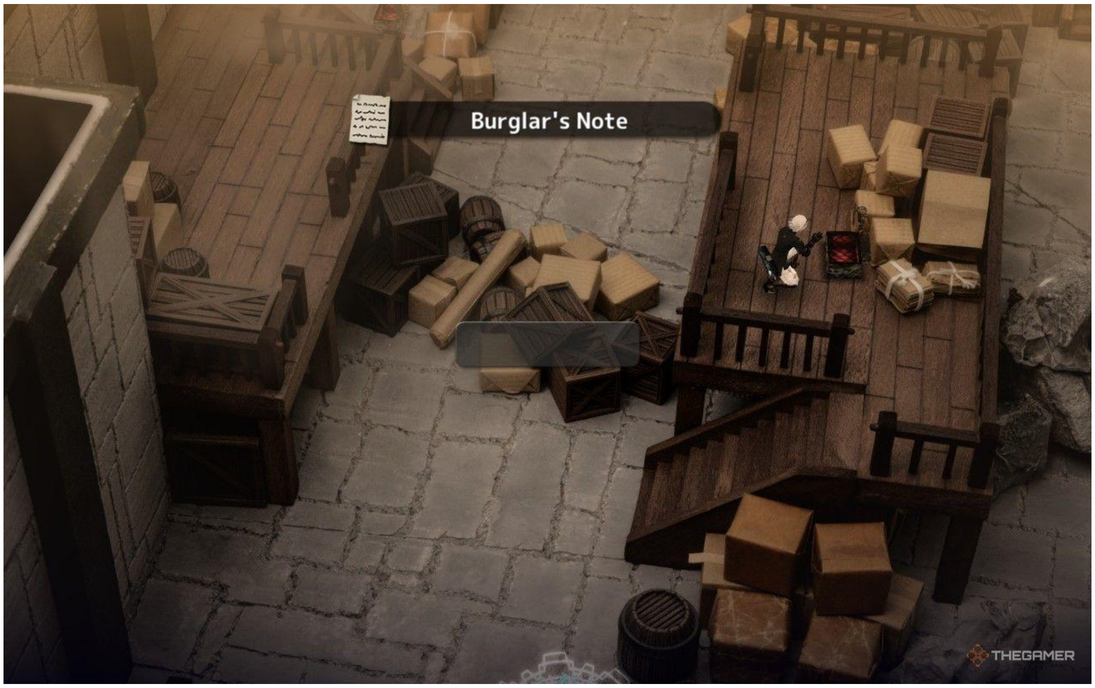
Skill	Effect
Jewel Slot+	Adds a second jewel slot.
Jetstream	Tan's Tension skill.
Jetstream and Poison	Casts Poison after Jetstream.
Jetstream+	Increases damage dealt by Jetstream.
Jetstream and Slow.	Casts Slow after Jetstream.
Invisibility	Makes enemies less likely to target Tan.
Counter	May attack after an enemy attacks Tan.
Heavy Counter	Increases damage dealt by Counter.
Invisibility+	Increases the turns Invisibility is active.
Phantom	Increases Tan's evasion for a few turns.
Phantom Turns+	Increases turns Phantom is active.
Desperation Evade	Raises evasion while Desperation is active.
Energy Drain	Sap an enemy's Hp and restore it to Tan.
Defense Up (Solo)	Increases Tan's defense when he's the only member in the party.
Debuff Recovery+	Recover from debuffs faster.
Ailment Recovery+	Recover from status ailments faster.
Bad Sit DMG+	Increases Tan's damage when he is the only member in the party.
Concentrate EX	Increases critical hit chance when low on HP.

Skill	Effect
Energize	Increases the party's attack power.
Attack Up Turns+	Increases the turns Attack Up is active.
Concentrate	Increases critical hit chance.
Concentrate Turns+	Increases turns critical hit chance is active.
Focus	Restores a large amount of MP.
Focus EFF Up	Increases the MP restored by Focus.
Energy Pass EFF Up	Increases the HP given by Tan.
Adolfo Impact	Perform an attack in a circle in exchange for HP.
DMG+ Under Fire	Increases damage when low on HP.
Cursed Needle	Inflicts Curse on a single enemy.
Mystery Potion	Increases attack, defense, and speed, but inflicts Poison and Curse on Ta
Sweep EFF Up	Increases the chance for Sweep to delay an enemy's turn.
Sleep Needle	Inflicts Sleep on a single enemy.
Revenge	Deals more damage to the last enemy that attacked Tan.
Adolfo Impact+	Increases the damage dealt by Adolfo Impact.
Galf Slash+	Increases the damage dealt by Galf Slash.
Break (Adolfo)	A chance for Adolfo Impact to reduce the defense of struck enemies.
Poison (Galf)	A chance to inflict Poison on hit enemies.

Skill	Effect
Rudy Strike	Deals massive damage to a single enemy in exchange for HP.
Rudy Strike+	Rudy Strike deals more damage.
Slow (Rudy)	Rudy Strike has a chance of casting Slow.

We want to build Tan to be **as evasive as possible**, so Desperation Evade and Phantom are great here. **Adolfo Impact and Rudy Strike** are a given, as well as their respective upgrades. **Mystery Potion** is Tan's more powerful skill, and pairing it with a **Crystal Quartz** removes every downside. Equip a Morganite L to get back HP with each kill, letting him survive that much longer.

How To Unlock Every Growth Map Node



Even once you unlock everyone's Growth Maps, you don't have full access to each of them. Rather, you have to find a series of items across the world that **unlock various nodes for each character**. Here's where to find them all:

Item	Found	Who It Affects
Burglar's Note	Guild HQ Basement	Leo and Ez
Secret Of Healing	Southern Forest	Kina and Prickle
Speed Mastery	Frozen Tundra	Ez
Shipping Box	Chaos Cavern	Ez
Hacker's Bible	Falcion Bypath	Prickle
Secret Arts Scroll	Volcanic Cavern	Zinikr and Leo
Evil Negotiation 101	Nameless Island	Ez

Item	Found	Who It Affects
Cursed Doll	Hidden Valley	Valrika
Force Diffusion Plan	Hidden Valley	Cheryl and Zinikr
Magic Crystal Powder	Vibran Royal Palace	Tan
Barrier+ Schematics	Heart of the Infestation	Prickle
Flame Codex	Fire Elemental Trial	Leo
Frost Codex	Ice Elemental Trial	Cheryl and Valrika
Loam Codex	Earth Elemental Trial	Kina and Zinikr
Bolt Codex	Lightning Elemental Trial	Leo and Prickle
Light Codex	Holy Elemental Trial	Kina and Zinikr
Shadow Codex	Dark Elemental Trial	Cheryl and Valrika

These items **do not unlock the Tension skill upgrades**. For those, you will need to complete each character's respective quest. They are the following:

- **Leo** - Hidden Valley.
- **Kina** - Kina and Owen.
- **Cheryl** - Palace Under Attack.
- **Zinikr** - Echoes Of The Sandsea
- **Ez** - Ez And The Guild.
- **Prickle** - Rescue every missing robot.
- **Valrika** - Survivor Of Chaos.
- **Tan** - Tan's Past.

With those final quests, every character will be **free to be fully upgraded** as you see fit.

neoseeker
PRESENTS
FANTASIAN
NEO DIMENSION
A GUIDE BY VINHEIM

Welcome to our Fantasian Neo Dimension walkthrough and guide. With this guide, you can expect a full walkthrough from beginning to end with strategies for every boss fight in the game, locations of all Treasure Chests, all sidequests, and much more!

Fantasian originally released in 2021 exclusive to the iOS platform (iPad, iOS, etc) and after 3 long years, the game has been released on every platform available. Just in case you're out of the loop (which you most likely would if you don't own an Apple product), Mistwalker is the game developer founded by Final Fantasy's creator Hironobu Sakaguchi, including Nobuo Uematsu, one of the most famous videogame music composers, was on board with this project.

Fantasian is called a **"Diorama RPG**, which basically means they physically create little dioramas and add them into the game, giving it such a creative and beautiful artstyle.

After many years in iOS limbo, many more people will be able to experience this amazing game. The game features a fully voice acting cast (something the iOS version sorely lacked), as well as additional songs (like many Final Fantasy tracks) so if you've already played through the game once, it's worth revisiting just for the music and VA alone.

Yours,
~ vinheim

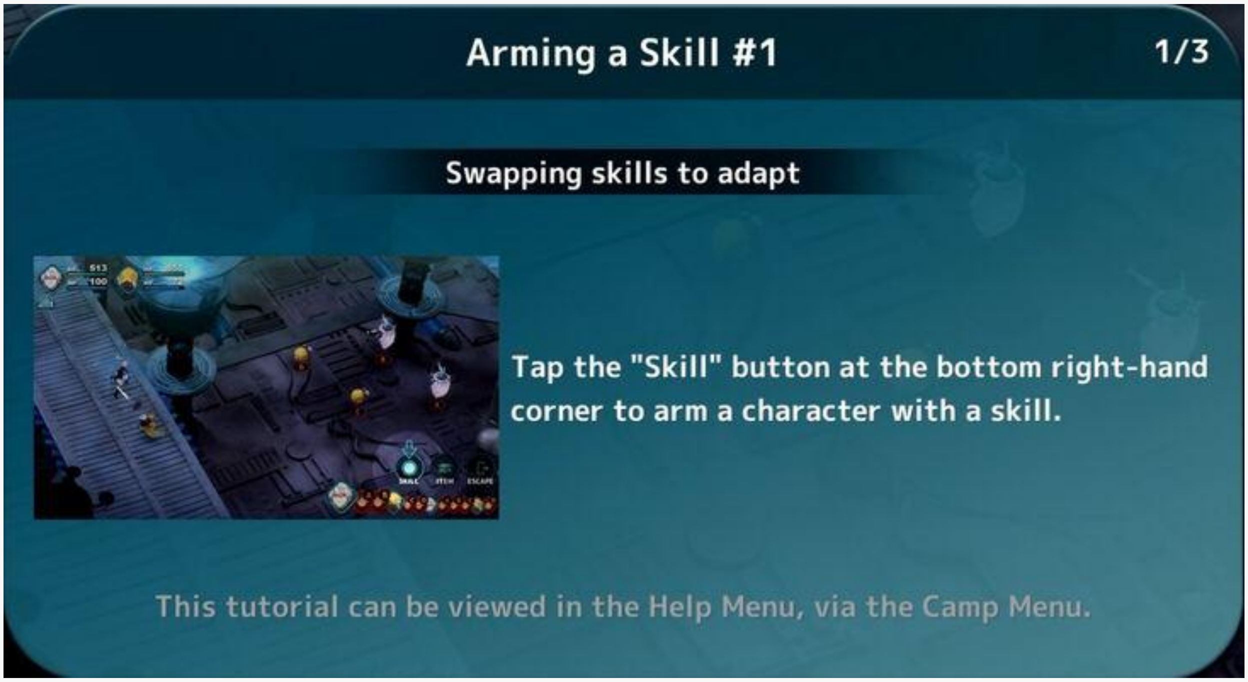
What this guide will offer:

- Complete walkthrough for the game from start to finish
- Strategy for every boss fight
- Complete walkthrough for each and every sidequest
- All Mechterite Locations
- All Cinderella Tri-Stars Locations
- All Funi Locations
- Much, much more!

Walkthrough Part 1

Watch the scenes as we start and we'll have our main protagonist, **Leo** knocked out on the ground. As you somewhat regain control, however, we'll immediately be in a fight. This is obviously a little tutorial about the fights and how the function in Fantasian. They are pretty much like your traditional RPG: you take turns to attack and whatnot. Since we're playing with, most likely, touch controls, you simply need to touch **AND HOLD** the **sword** icon next to your character. You need to hold it so you can drag it around and pick which enemy you want to attack.

Once you attack, the little yellow robot will tell you about the barrier almost being depleted and also tell you about using **Skills**.



Arming a Skill #1

1/3

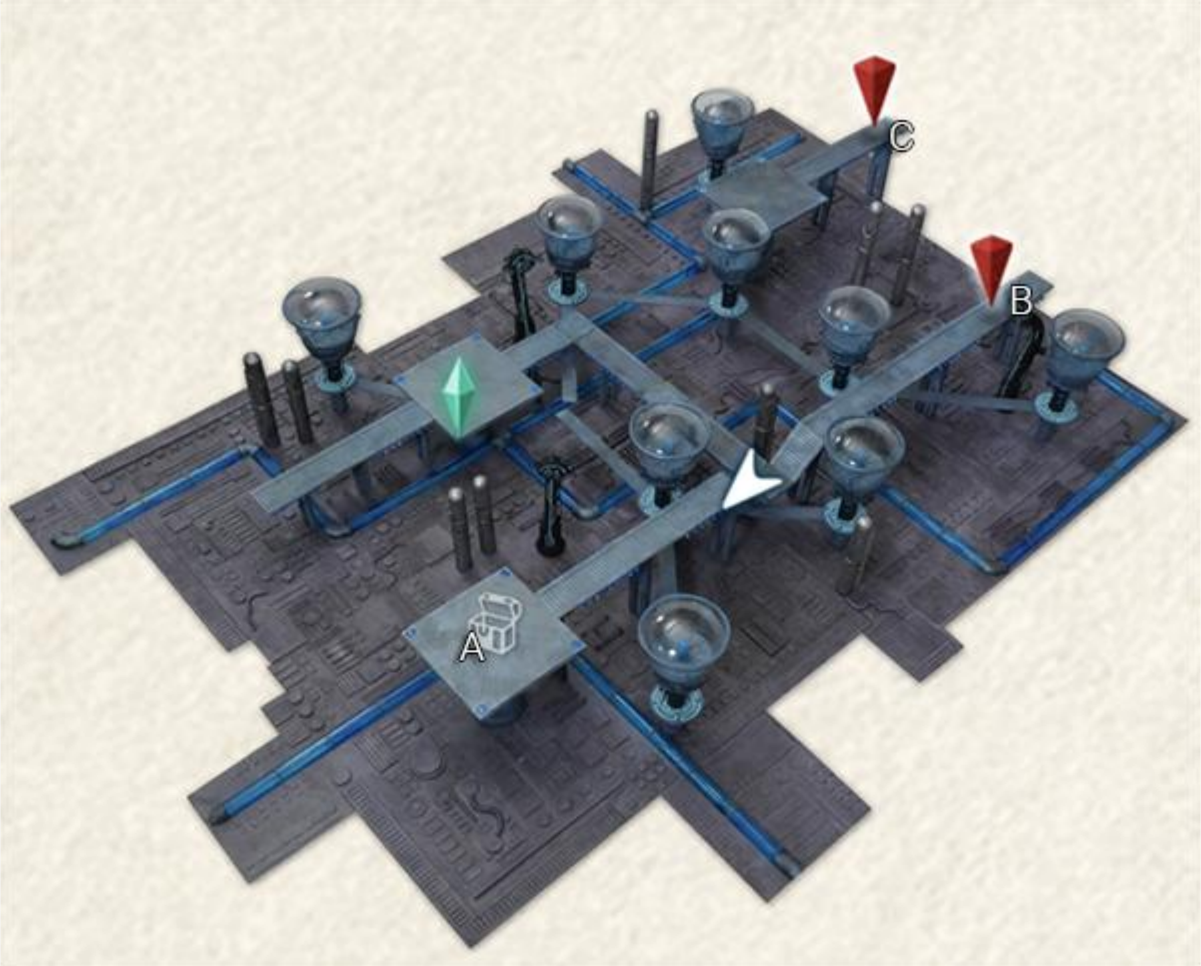
Swapping skills to adapt

Tap the "Skill" button at the bottom right-hand corner to arm a character with a skill.

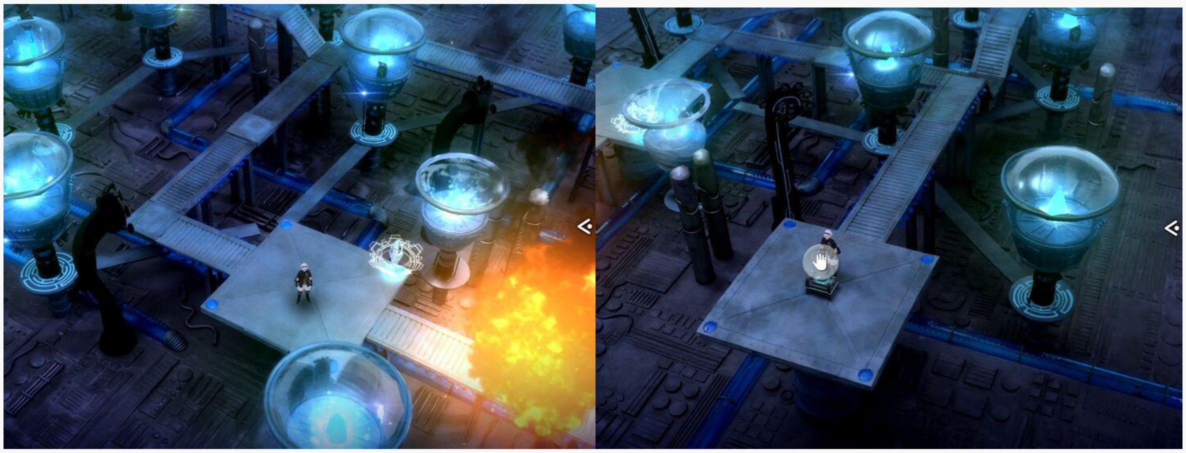
This tutorial can be viewed in the Help Menu, via the Camp Menu.

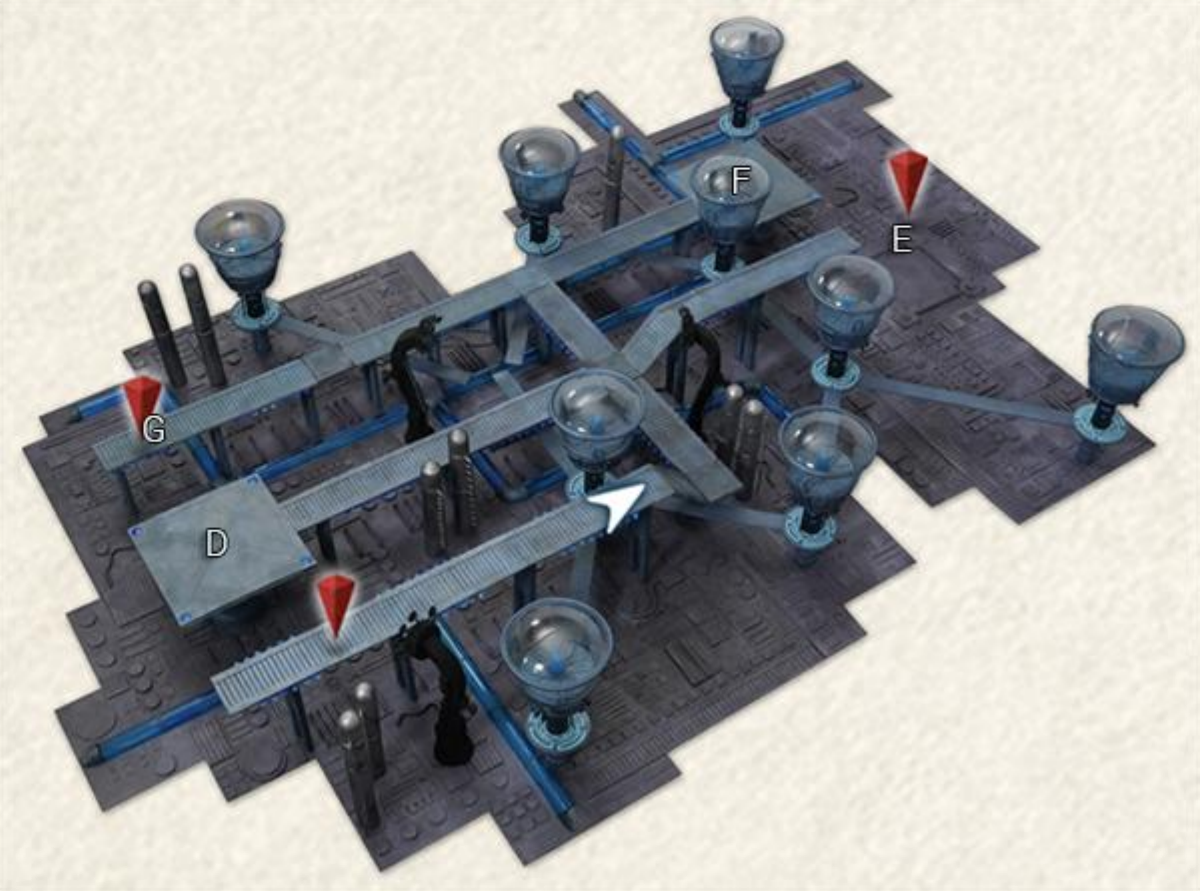
This is pretty much the same as attack, hold to change the trajectory of the Slash skill and let go to perform the skill. This Slash skill goes through enemies so you'll be able to attack several of them in a row. Afterwards you'll also be able to pick what you want the little yellow robot to do. He has a barrier that greatly reduces damage on one of your character. This is great! It's not really needed right now so just attack the enemies and kill them.

Right after the fight you'll be taught how to move around. You only need to tap where you want to go and go there. Pretty simple. You'll have a crystal looking thing nearby once you gain control. These are save points!



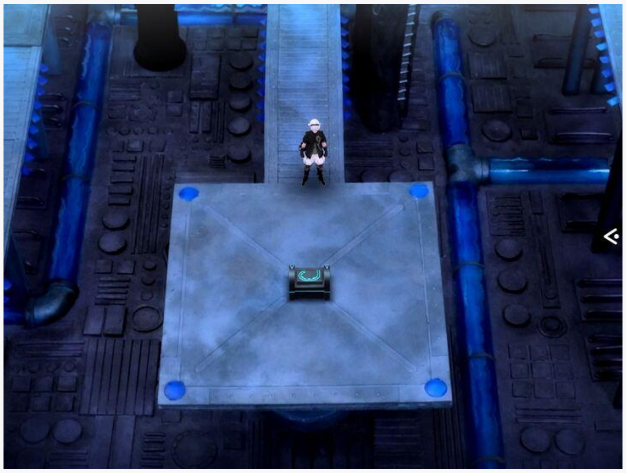
Save your game and follow the walkway. You'll see the camera change and once it does follow the walkway south to find a chest with **Potion S**. These chests you open them by simply approaching them and tapping the chest.



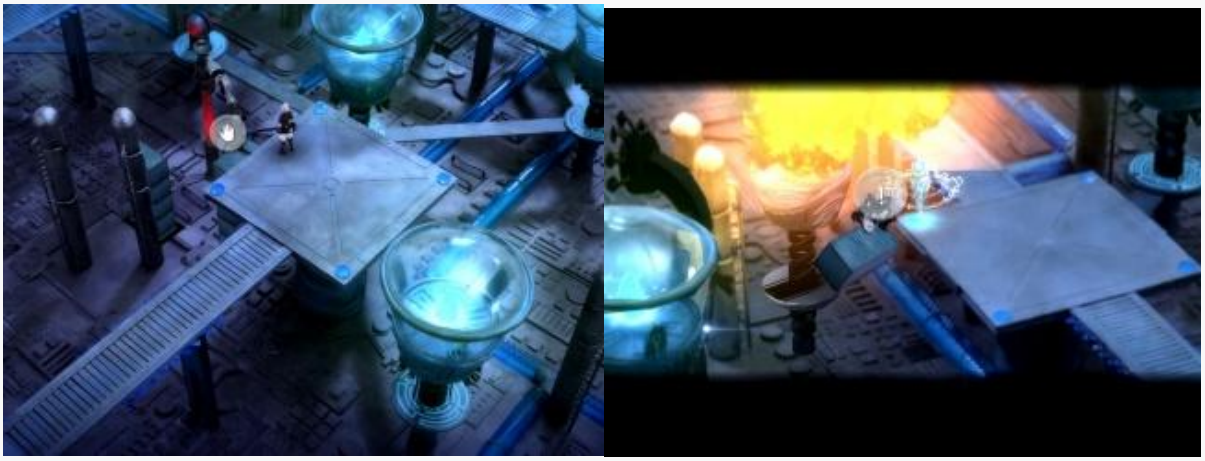


Return and go north now to the next area. A scene will play as you move forward. You'll be told about the **Camp Menu**, which you open by basically swiping left from the right edge of the screen. You're also told about the mini-map and how to use it: you can "fast travel" to the points that have the little red marker. It's not really fast travel, but the character will go to that point by himself, which is pretty nice as you can just leave it and only fight the enemies when they appear.

Once you regain control, move forward to the 4-way split and go south first to find a chest with **Phoenix Feather**.

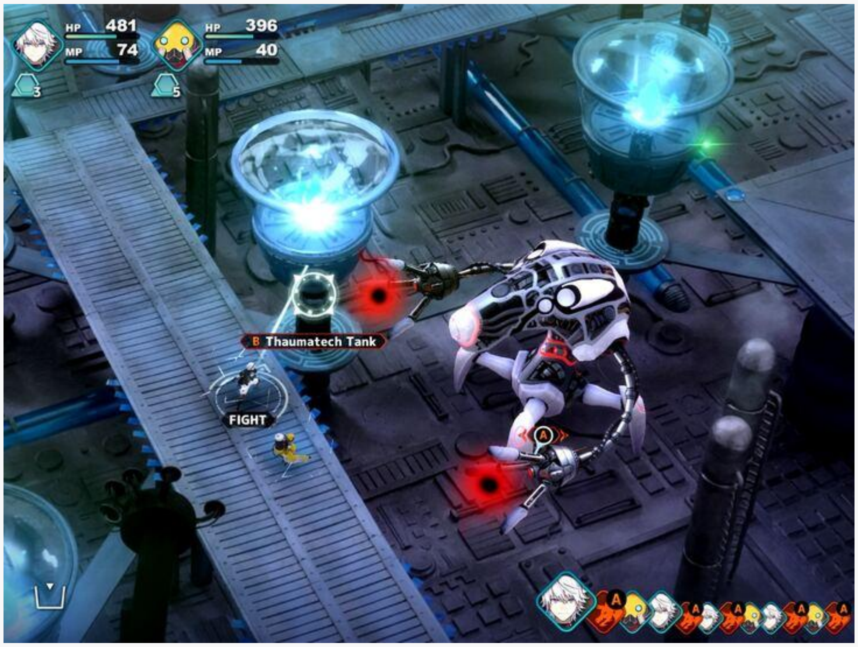


Return to the split, go west and north to find a terminal in the corner. Approach it and touch it to activate the elevator. As you try to go back the pillar nearby will fall down and block the path. We'll have to find another way around. Go south back to the first area. We'll only have a little platform here. Approach it to trigger a little scene. Our little buddy will hack the arm here and we'll have to ride the crates it's tossing and jumping off before crashing. Approach the edge to jump on a crate, then as time slows down and the **!** appears, tap the screen to jump off. We'll be back at the save crystal!

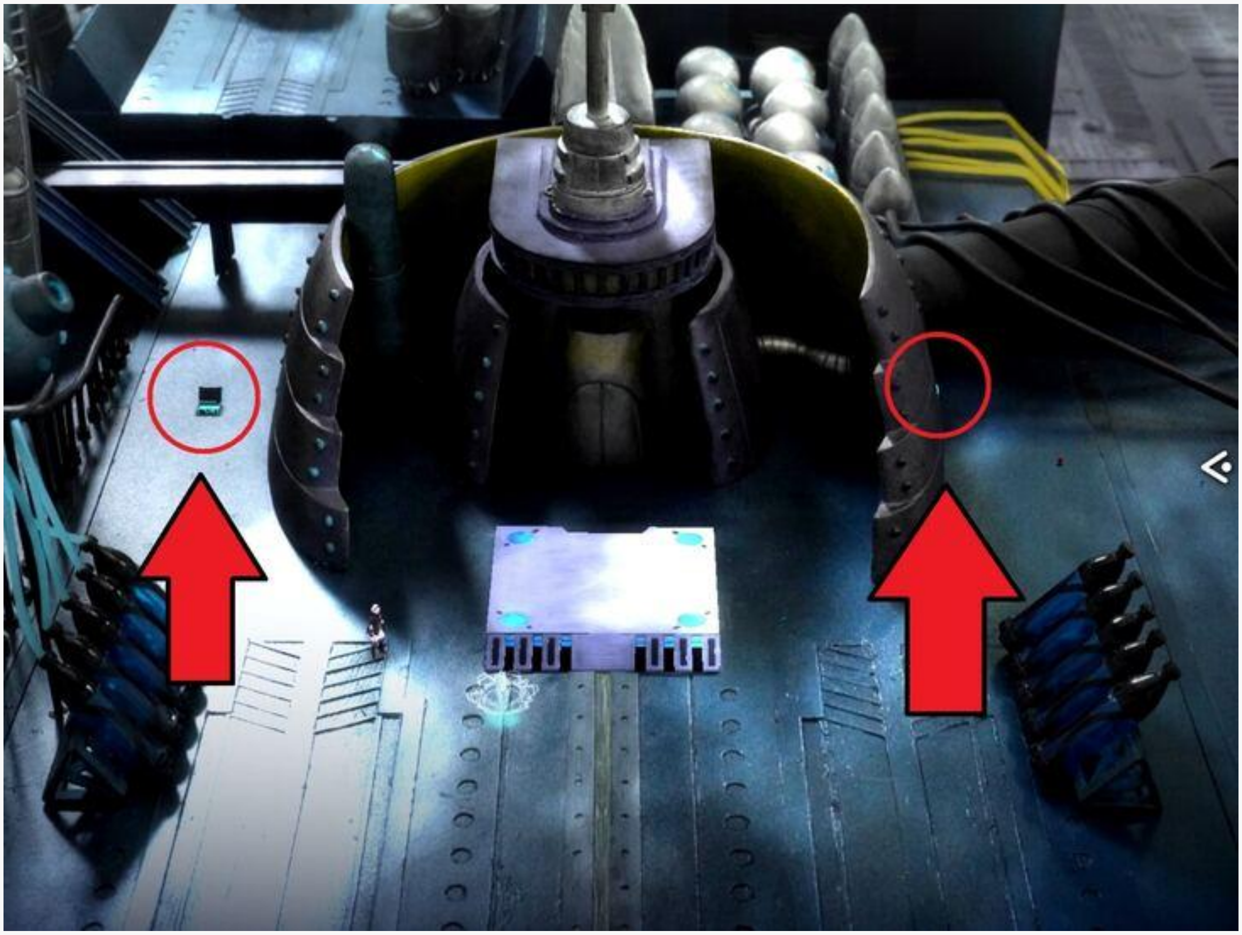


We are now back next to the save point. Go ahead and save your game if you want, return to the 4-way split in the next area and head north (east on the mini-map) to trigger a little scene where we'll be ambushed by a robot. It's time to fight this thing! This guy looks like a boss, and he is, but not right now. Simply attack this robot and have the little robot have a shield placed on both characters. This is because the enemy will raise both arms and a black and red orb will appear. He'll shoot a laser from these and do tons of damage. You'll nullify the damage once if you have a barrier, so that means you'll be able to block only one attack, while you'll take the other one.

Once you take the hit (you'll take around 200 damage) continue attacking this guy (don't forget to Analyze him!) until he raises his arms again and prepares his powerful attack. Once this happens we'll be told to hit the large tank nearby.



As you attack this it'll fall on the enemy and end the fight. Watch the scenes as we ride the elevator up and we'll get a **Heal Stone**, which acts like Tents in RPGs (fully heals HP and MP). Use it at the save point nearby and save your game. Now there are 3 chests here (only 2 are openable). Check the right side of the circular building first to find a chest with **Lightning Fragment x2**, then check the left side for **1000G**. There's a chest behind this last one but it's locked (requires **Machine Key**).



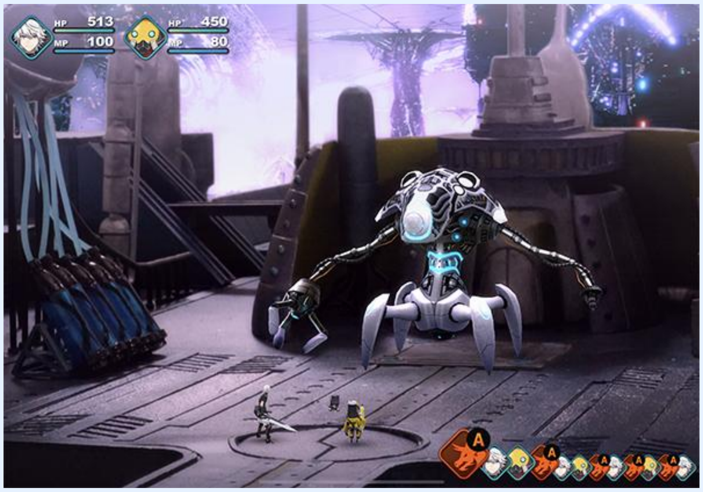
Now head south to trigger a little scene and afterwards, we'll be fighting the robot from before, but now fully without that tank!

ROBO ORGANIZER

NAME	HP	🗡	🛡
Robo Organizer	3500	39	17
REWARDS			
EXP: 50		G: 37	

Time to fight the Robo Organizer. This guy isn't so bad for the first boss. It acts pretty much the same as it did before, but this time it'll only have one hand, which means only one beam to worry about this time.

Just like before, we'll get a Barrier from the little robot right off the bat. Have Leo do nothing but attack while the little robot places a barrier on himself and Leo throughout the fight. When he doesn't need to place a barrier, have him attack Robo Organizer nonstop as well. Once he shoots Fire Laser, go ahead and re-place your barriers and continue on attacking.



Once you do enough damage to the boss it'll use Overclock and change mode, becoming more aggressive and doing a bit more damage. When this happens he'll start using Combination Strike. This is another reason why you'll want to have a barrier equipped. It goes from doing a ton of damage per hit to just 4-5 damage. And this is pretty much it for this boss. Not much going on with him. Below I'll leave the attacks it does.

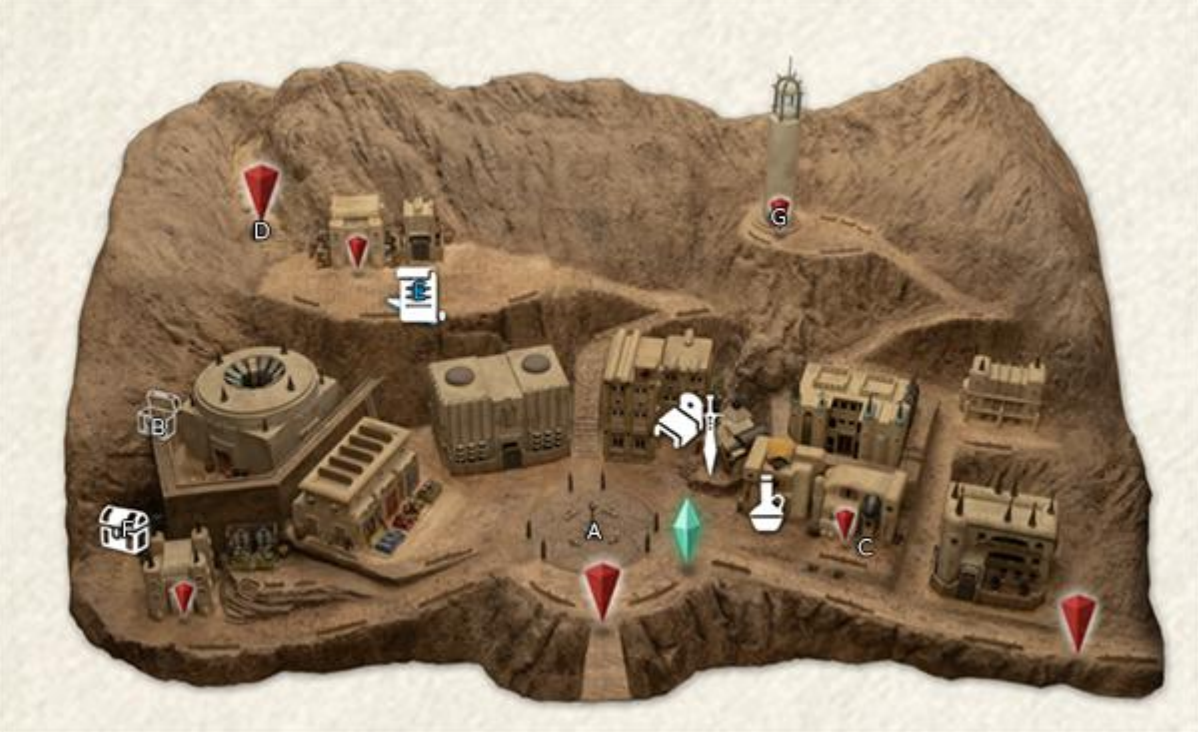
- **Fire Laser**: shoots a powerful laser from its only hand. This does tons of damage (around 1/3 of your health) but you can completely nullify it by placing a barrier on your characters.
- **Overheat**: wastes a turn after shooting Fire Laser.
- **Overclock**: changes mode and becomes more aggressive.
- **Combination Strike**: strikes twice with its hand. It can hit one character twice, or one and one.

Watch the scenes after the fight and we'll use a weird device that teleports us to safety, but at the cost of leaving our friends behind. Just where are we going?

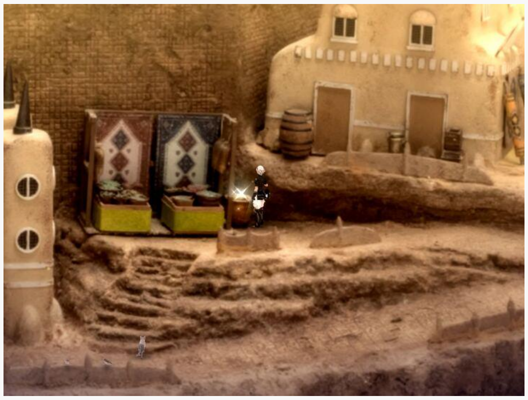
Frontier Town of En

My lv.	2

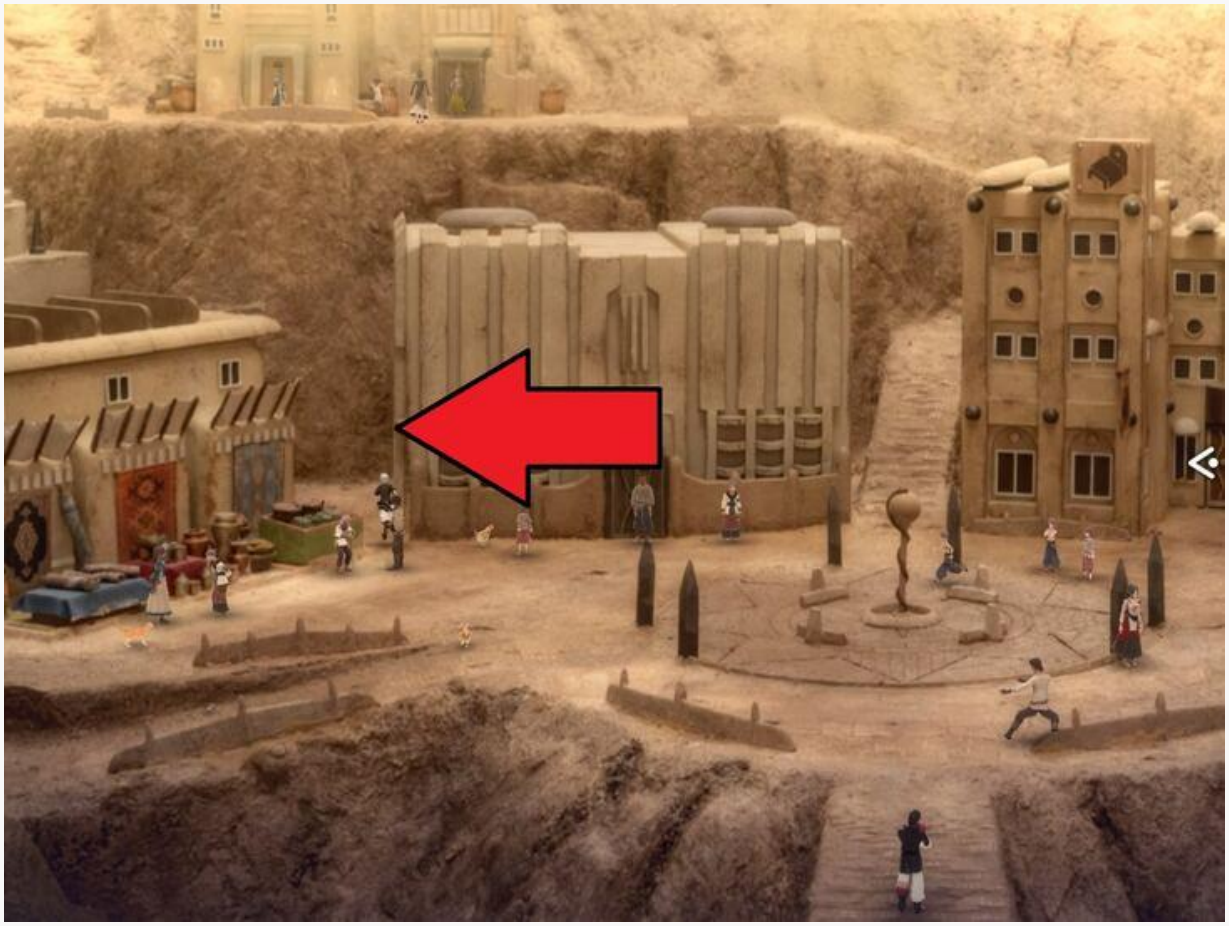
ENEMIES		
NAME	HP	WEAKNESSESS
Dark Squeaker	350	Holy
Giant Avaris	180	None
Geo	810	None



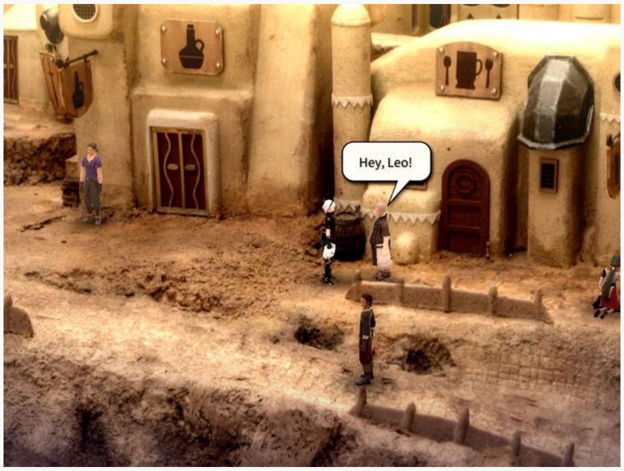
As you regain control you'll have a chest behind you, but it's another locked chest (Iron Key required). Head east now, go up the little steps past the door and check the little urns next to the green stalls to find a hidden item, **100G**.



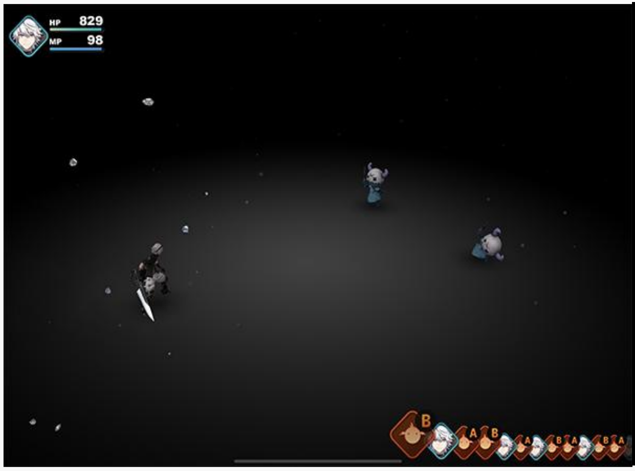
From here go right and you'll be introduced to this place, **Frontier Town of En**. There's a lot of people around here. You can go ahead and talk to them if you want. They don't really tell you anything useful, but get a feel for how it works moving around town and speaking to people. From this main plaza go northwest in between the two buildings and the camera will move to show you a ladder. Go up this ladder and to your right you can find a hidden **30G**. Follow this wall and you'll find a chest at the very end with an **Iron Bangle**.

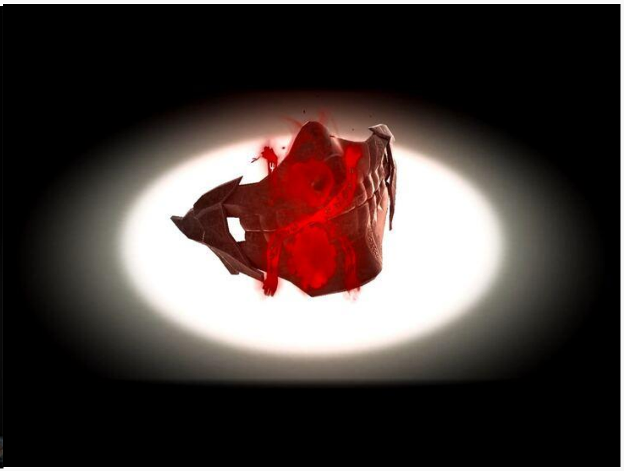


Return to the plaza and head east, then speak to the man standing outside the building RIGHT of the item shop (the item shop is the building with the wine bottle).

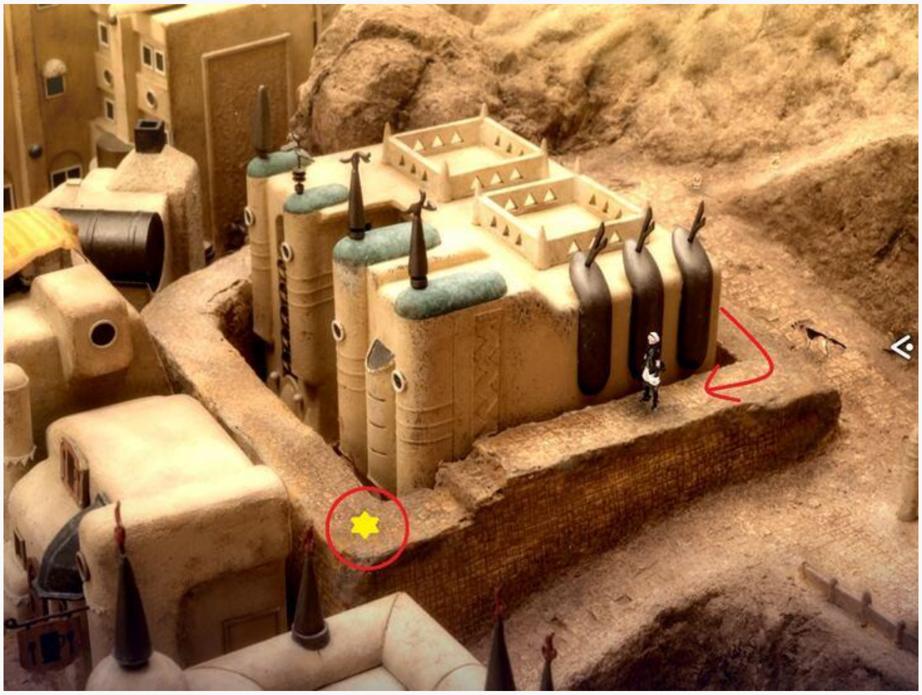


It seems this person knows us! Watch the scenes that take place and once you regain control follow the man to the room in the back, where he'll open a secret passage into a room. We get to explore in here! You can check the shelves on the left and right side of the room, as well as the white refridgerator looking thing in the upper left corner. Now check the back door and you'll be prompted to pick an answer. **1008** or **1014**. The correct answer is 1014. If you pick 1008 a trapdoor will open underneath you and you'll have to fight a pair of enemies. These enemies are **Ice Puppets** and they have 350HP. Not too bad. Once you open the door, however, you'll get a **Mysterious Mask**. There's a lever inside as well but nothing happens, whether you pull or push.

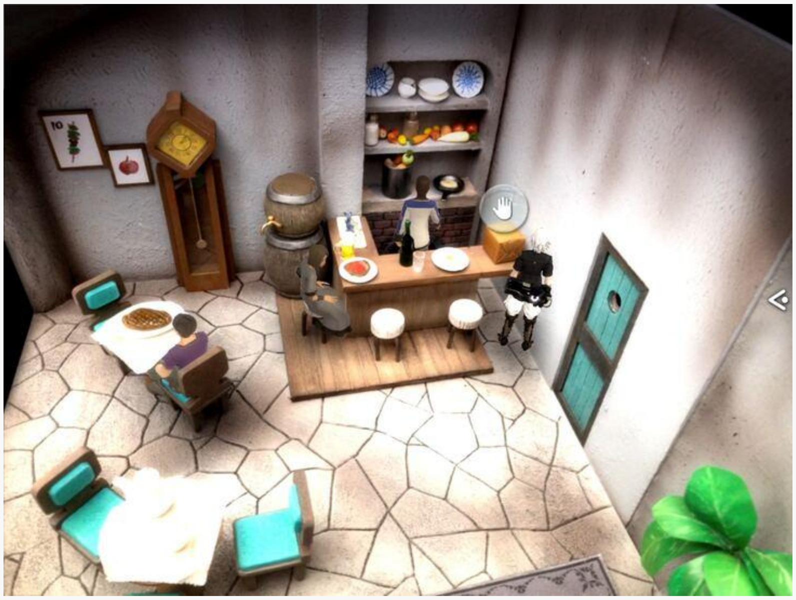




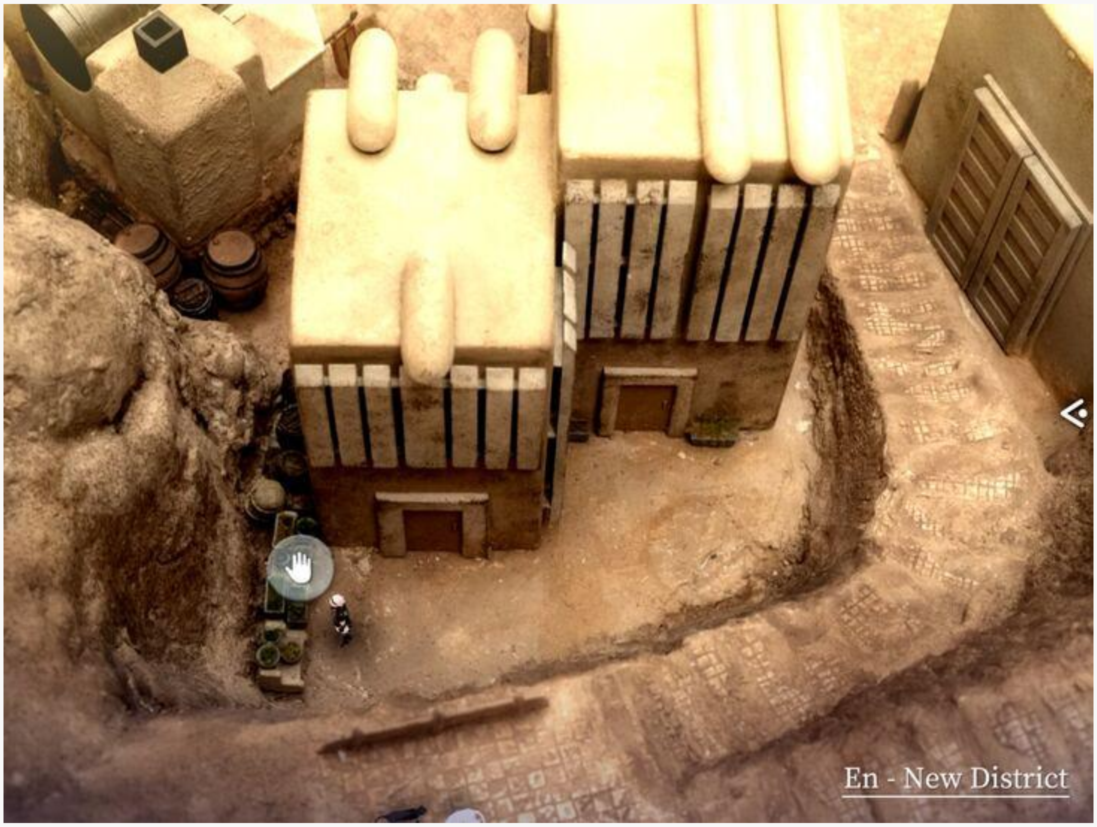
Make sure to also examine the table and that green device on the floor next to it. As you do a scene will take place where we kind of remember a very pretty girl. We need to go to the **fortune-telling shop in the Old District** to meet her. I like this! Leave the building now and go up the alley to the right of the building. You'll see a person on your right that's checking what looks like a white chest. They'll tell you that the Malevolent God gifted it to them. Go left and you'll see the camera move upwards and pan down. You'll see that the slope continues going up. Don't follow it, instead walk south on top of the wall and you'll be able to find a little sparkle in the corner with **Ether S**.



Now simply follow this wall north and you'll find a little chest at the end with a **Pearl S** inside. Return to the main plaza now and enter the Inn (the large building to the northeast of the main plaza. In here you can rest for 50G to heal up. Do so if needed and check the little brown box on the counter on the left to find a **Potion S**. There's also an **Energy Drink** on the vacant table.

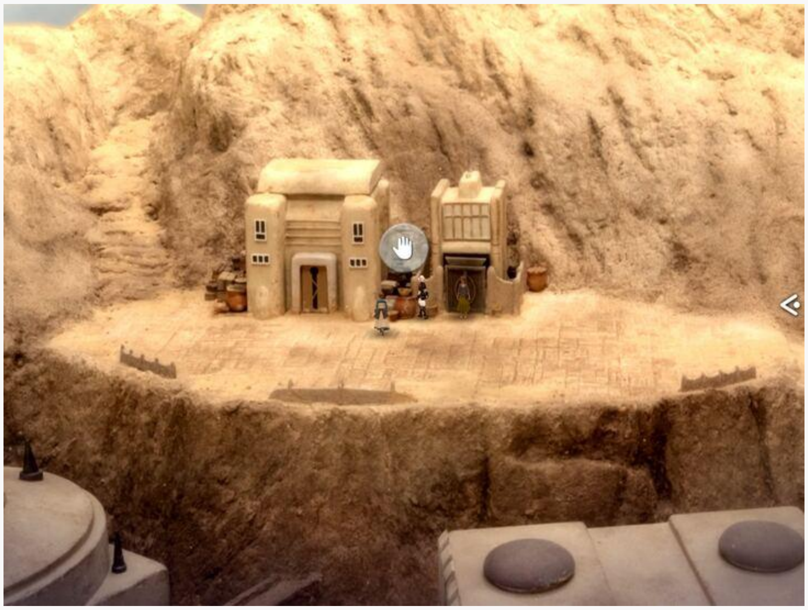


Head outside using the door nearby and check the pots on the western side to find an **Elixir** and afterwards go inside the other door to be behind the counter. There's a little chest here with **Phoenix Feather x3** so make sure to grab it.



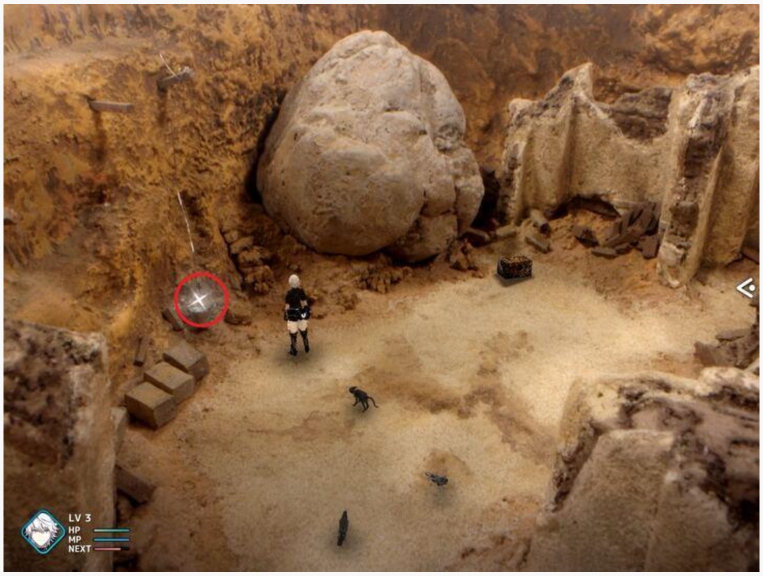
Leave and enter the building on the right, which is the weapon/armor shop. You should have enough money to buy something. **DO NOT** buy a weapon. We'll get one pretty soon and it's even better than the one you can buy here. Instead buy a new piece of armor (Warrior Vest). We'll be fighting some enemies pretty soon and we're alone so we'll need/want all the DEF we can get.

Leave the building and go north up the stairs in between the buildings (next to the inn). You'll reach a clearing with 2 houses. Check in between them to find a hidden **Potion S**. Also go inside the house on the left and open up the chest for a **Heal Stone** (are we stealing? haha).

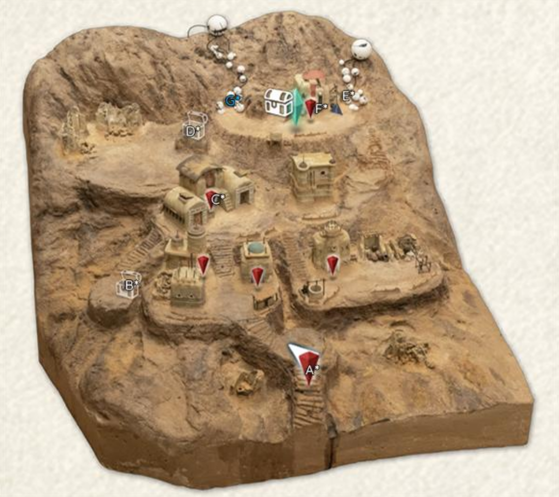


Leave the house and go up the slope in the upper left corner to reach the next area, **Mountain Path**.

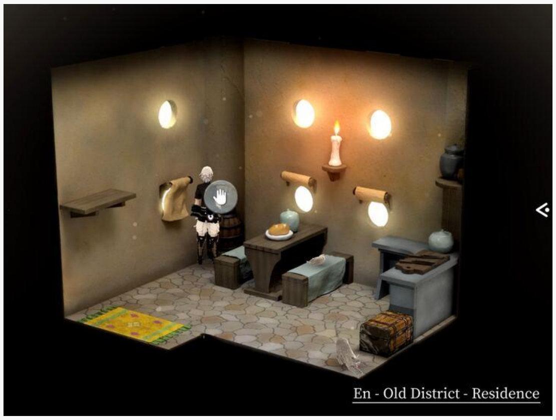
Monster will start appearing in this area (and the next) and you're on your own so be careful. The monsters are still really weak but do use a Potion if you need to. There's also not much to do here. From the start we'll have a split in the path. The path on the right takes you directly to the next area, but if you follow the path on the left you'll be able to find a chest with **Fire Fragment x3** inside. There's also a hidden item inside the bucket on the left with **Potion S**.



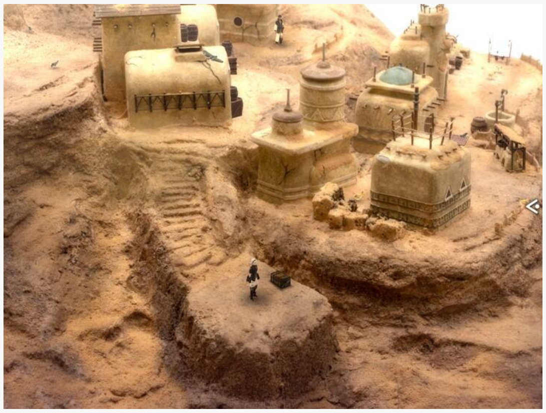
From here simply go right and you'll reach the next area, **Old District**!



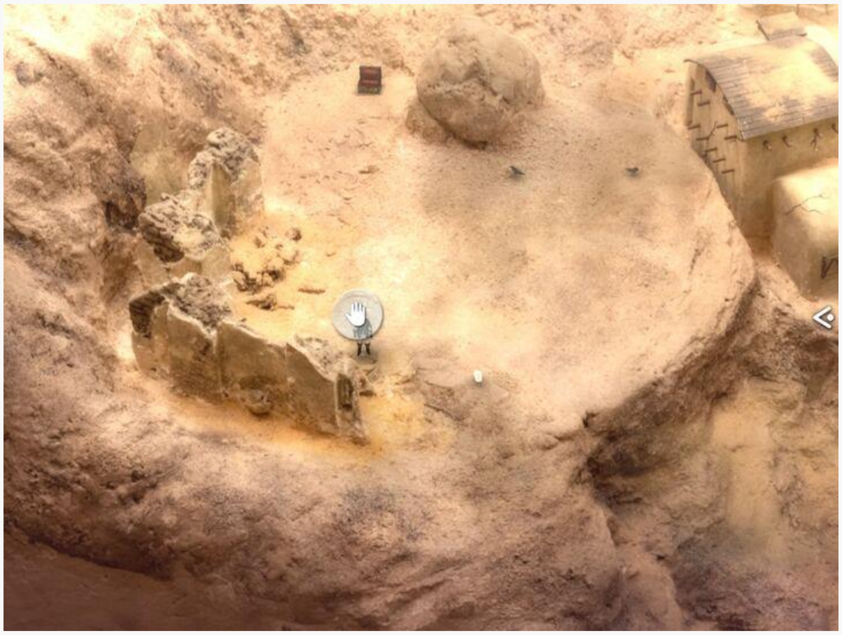
We are in the old part of town, and there will be random enemy encounters so be careful. As we arrive go up the stairs to a little open area and you'll see some stairs going up and 3 buildings down here. Enter the little building on the upper left and check the counter where the knife is to find a **Potion S**. Head back outside, go up the stairs and enter the large building up here. Inside check the barrel in the corner to find **Potion S** and open the chest to find **Lightning Fragment x3**.



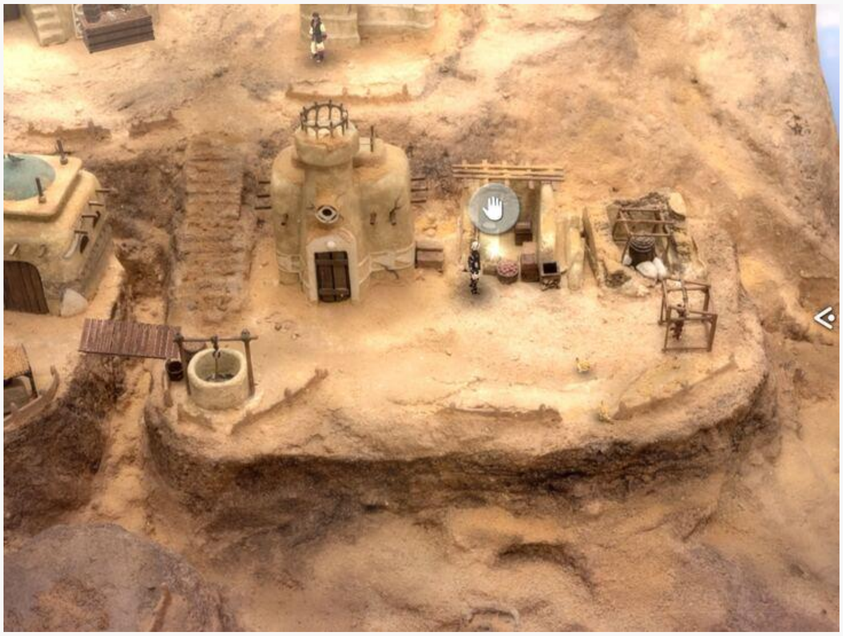
Exit the building and go left to the side of the building to see the cam change direction. Follow these steps to find a chest with **800G**.



Return in front of the building and go up the slope next to it. Up here you can find a chest with **Ether S** and if you check the wall directly south of it you can find a hidden **120G**.



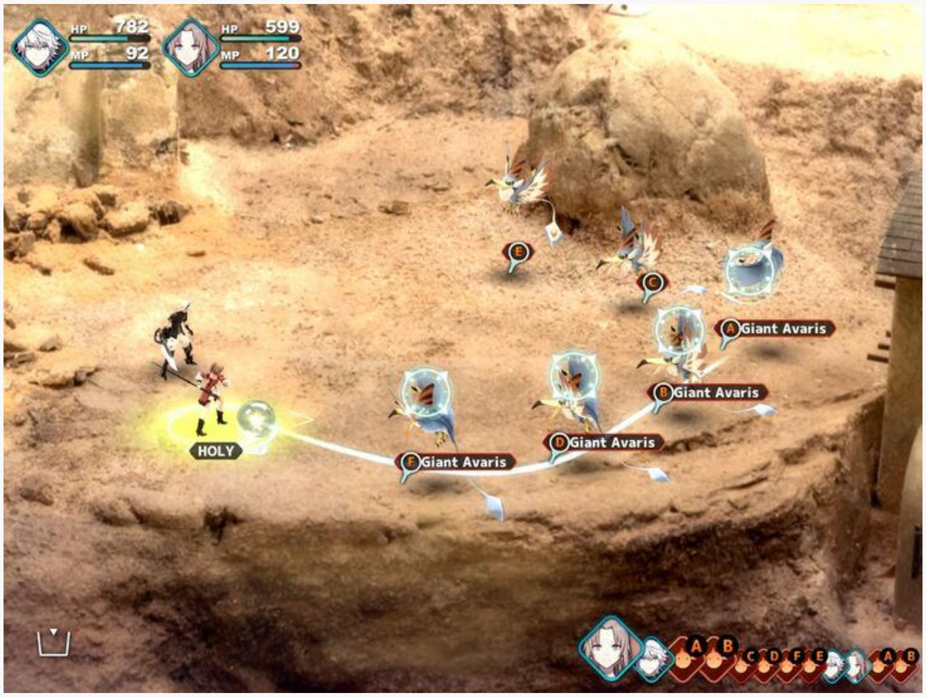
Return near the building and go down the stairs on the right side. Down here you can find a well in the corner. Check it and go down to find **Potion S**. Go inside the building afterwards and open the chest for a **Heal Stone**. Also make sure to examine the blue vase in here to find **100G**, as well as the dead fish for a **Potion S**. Head back outside and check the boxes on the right side of the house to find **200G**.



Head back upstairs, go right and you'll see a chest on top of the building. We cannot get it yet so head to the top and approach the well next to the house. Go down it to find **200G**. Next to the house, on the left side, you'll find a locked chest similar to the one we found in En. We cannot open it yet (requires a **Mechteria Key**). Save your game and head inside the building to trigger a little scene where we meet beautiful Kina.

After the scene go inside the room in the back and you'll find a locked chest. We cannot get it just yet so talk to Kina to trigger a series of scenes. These are pretty nice! Head to the previous room and speak to them to trigger another scene. It seems this man is going to charge us... and not a small sum. Hmm. We'll have to look for a way to get that money!

Leave the house and try leaving to trigger a scene where Kina catches up to us. It seems she wants to help us. She'll explain what's going on and why, but after Leo refuses we'll get attack by several Giant Avaris. These guys are in an exact location so we cannot hit more than one at a time with Leo. For this, we'll need to use Kina. Don't bother attacking them with Leo. As you kill one they'll just call another one. Instead, have Kina use **Holy** on these guys. Holy is similar to Leo's **Slash** skill, but this one you can curve. To do so drag from Kina to the right and drag your finger down or up to curve. It's a lot more intuitive than what the game makes you think.



Once you kill an entire line of them, simply dispose of the rest and that'll be it. The scene resumes right after and Kina will join our party! Nice! Return to the main part of the town and as you arrive you'll immediately trigger a little scene with a woman. She'll talk with you for a bit and you'll get your very first sidequest with her (or simply quests as this game will call them). I will be listing them separately from the main walkthrough, but I'll be linking them. You can find them right away because they have a **RED PAPER** icon on their head.

- Sick Mother

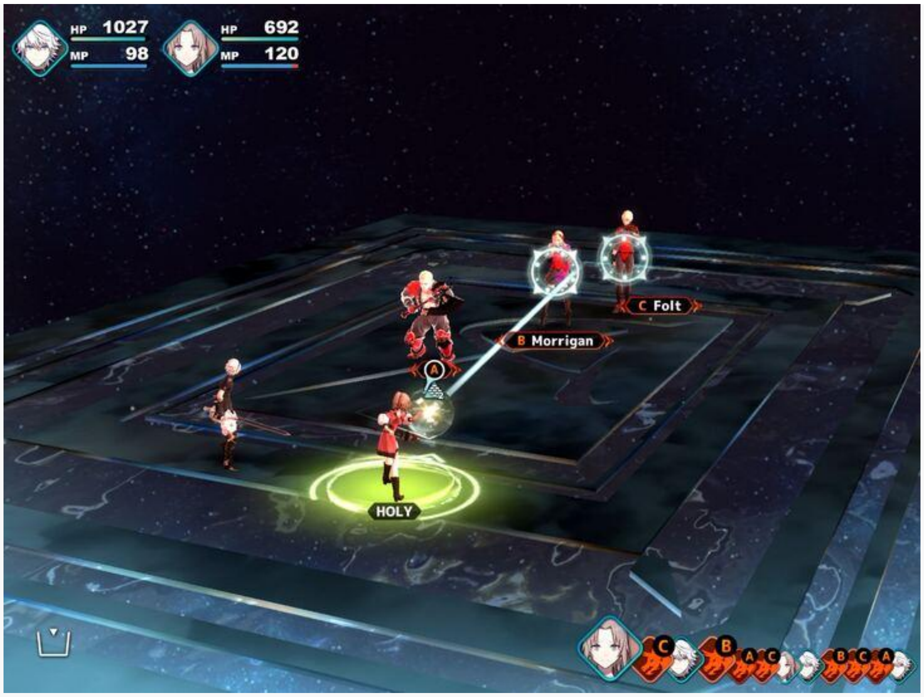
Afterwards head down to the main plaza where a little scene will play out. Kina wants to go to what looks like a lighthouse. Let's go there! You can go ahead and enter the weapon/armor shop and buy Kina a new piece of armor. If you completed the previous sidequest then you most likely got the reward, which is an **Iron Key**. Once you have it go back west to the little alley where we reappeared and open up the chest over here (use the Iron Key) to get a **Knight Sword**. Equip this to Leo right away.

Head to the restaurant where you met the old man and a little scene will play where he'll give you a **Heal Stone**. Nice! to get to the lighthouse building go up the alley next to the restaurant (just like before) but this time head all the way to the top where a little scene will play and we're introduced to a very weird group, the **Cinderella Tri-Stars**, whose members are Morrigan the Butterfly, Dotty the Beast, and Folt the Bravo.

我ら
シンデレラ三連星
We are...the Cinderella Tri-Stars!

We are going to be in a fight against them. This looks like a boss fight, but it really isn't. We'll be fighting all 3 of them at the same time, but there's a little trick: Dotty is the guy with the large axe and functions as the tank or shield for the other two. This means that Leo can't attack the ones in the back because of him. For this we need to use Kina to start dealing damage to the both of them, Morrigan and Folt. Dotty has the most HP at 2000, but the other two have 1200 and 880 respectively.

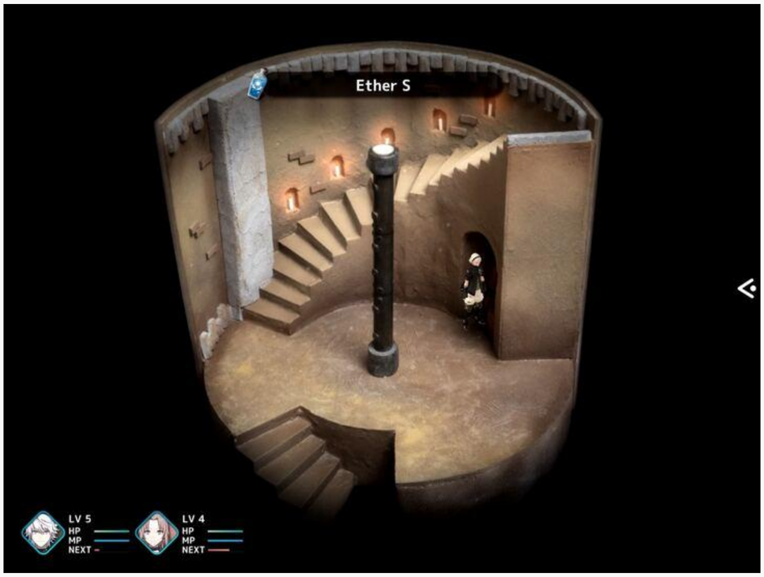
Like I said above, you'll want to attack both Morrigan and Folt using Holy. You can actually attack both at the same time if you line up Holy.



As for attacks, they only perform regular attacks that hit anywhere between 30 and 45 to Leo, while they do a bit more to Kina, but still nothing to worry about. Have Kina cast Holy over and over while Leo scans the enemies (starting with the two in the back) and after a couple of turns Dotty will drop the guard, letting you use Leo's slash to attack all 3 at the same time. At this point the guys in the back should be dead (or almost dead). Afterwards simply attack Dotty with regular attacks until you defeat him as well.

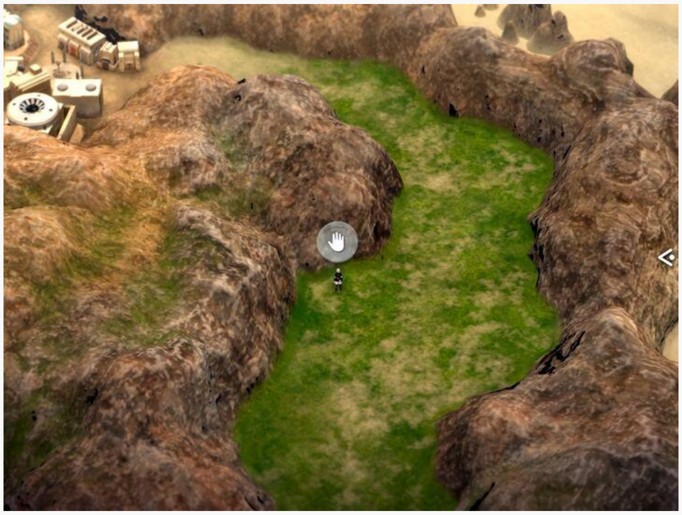
For this fight you'll get an **Iron Key** that Morrigan drops. Leo will also pick up **Cinderella Badge** from the floor right after. This triggers a sidequest that we cannot complete right now.

Once ready head inside the tower (Sacred Sand Tower) and move up to the second floor to find a chest with **500G** inside. Head up to the fourth floor now and check the little opening on the right side to find **Ether S**.

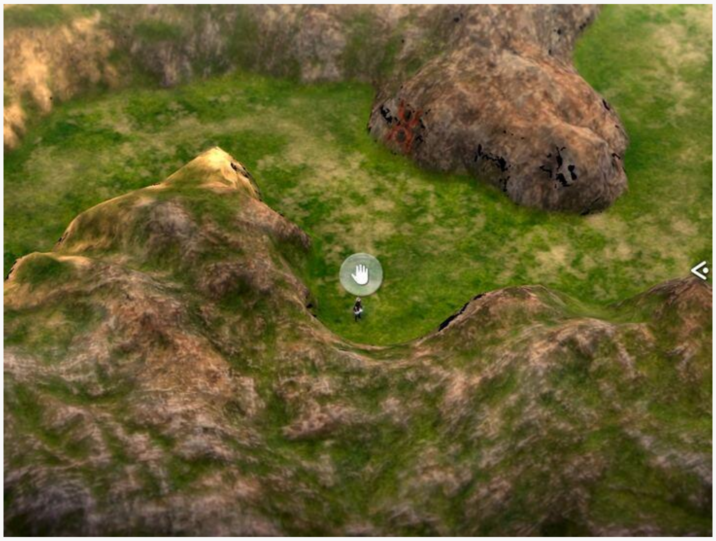


Now head to the top to trigger a little scene. This game is beautiful! At the end of the scene, you'll be asked if you want to leave town. Say no. Remember that Iron Key we got from the previous fight? We've got a chest we can open, but it's up to you if you wanna go get it. The chest has an **Elixir** inside and it's located ALL the way back at Kina's house (the Fortune-telling place). Completely up to you if you want to go get it right now. We're gonna go back later so you can save yourself a trip.

Anyway, once ready leave the town itself (south from the main plaza) and we'll be on the World Map for the first time! This is always exciting! We are limited as to what to do right now, sadly. We can only go south to the forest. There are items on the way so read ahead. You'll start by going east and then going south. When going south, stick to the western mountain and you'll find a hidden **Potion S**.



Continue going south and as you go west stick to the southern mountain range to find another hidden item, this one with another **Potion S**.



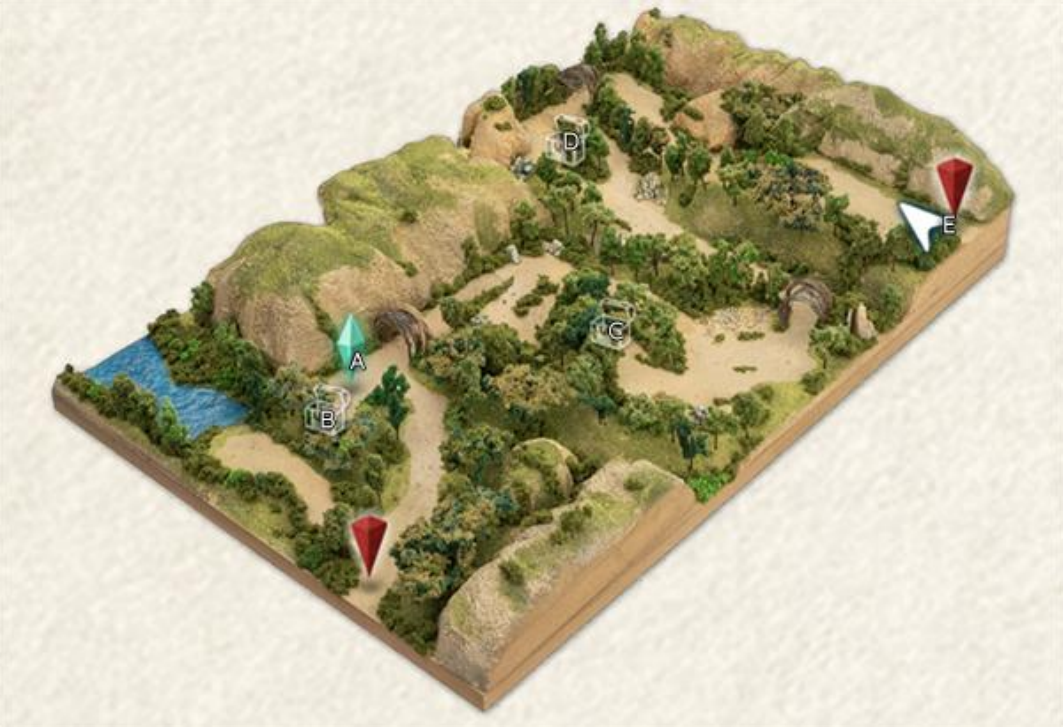
To the west is the entrance to the forest, but north of the entrance you'll find **500G** from the sparkle. After you pick them up, go ahead and enter the **Southern Forest**.

Southern Forest

Southern Forest
南の森

My lv.	5

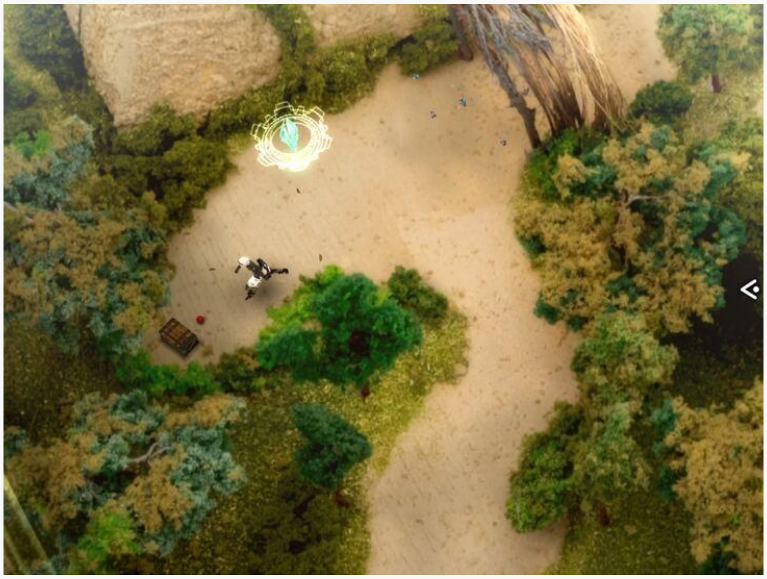
ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Wolzas	470	None
Giant Avaris	210	None
Key Orbling	690	None
Earth Squeaker	410	Lightning
Prominera	470	Fire



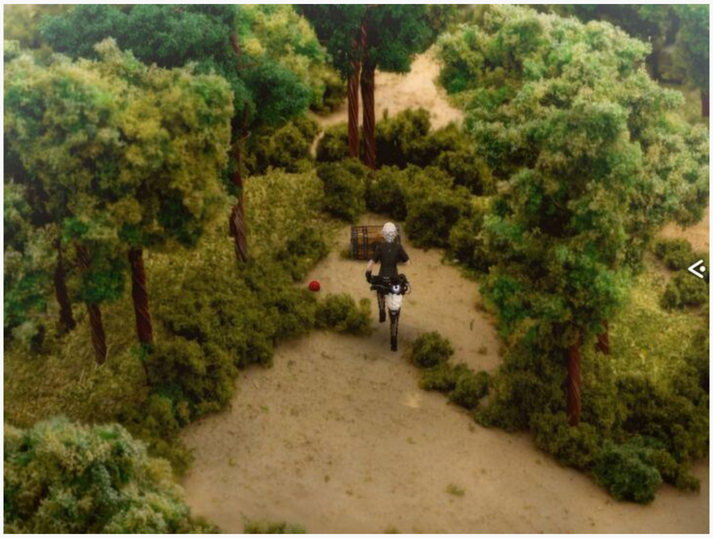
This is a long area, but here is where you can truly start appreciating the handmade dioramas they made for this game. The trees, grass and dirt all look incredibly beautiful!

IMPORTANT ENEMY: there's an enemy here called **Key Orbling**. It's a red little blob carrying a key. These guys drop Iron Keys when you kill them. They like to run away the first chance they get so make them your very first priority when you see one of them.

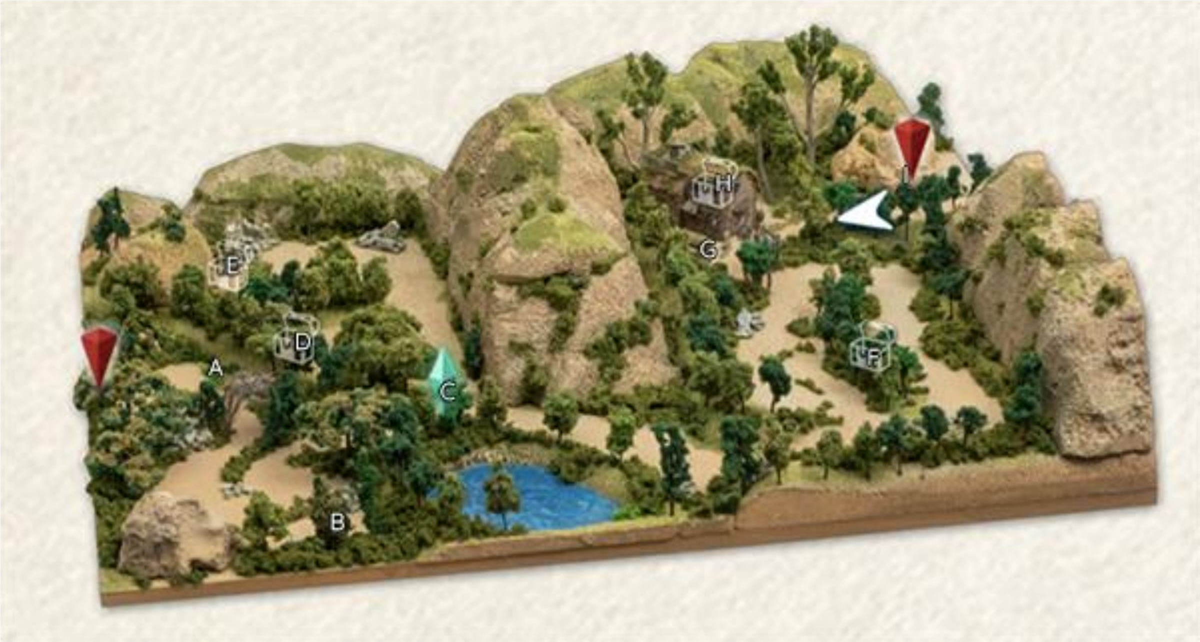
After the initian scene head west first and stick to the south to find a hidden **Potion S**. Move closer to the water and you can collect an **Ether S** from the sparkle near the water. Nice! Return to the entrance and go north now. When the camera changes go ahead and open up the chest on your left to find a **Heal Stone**.



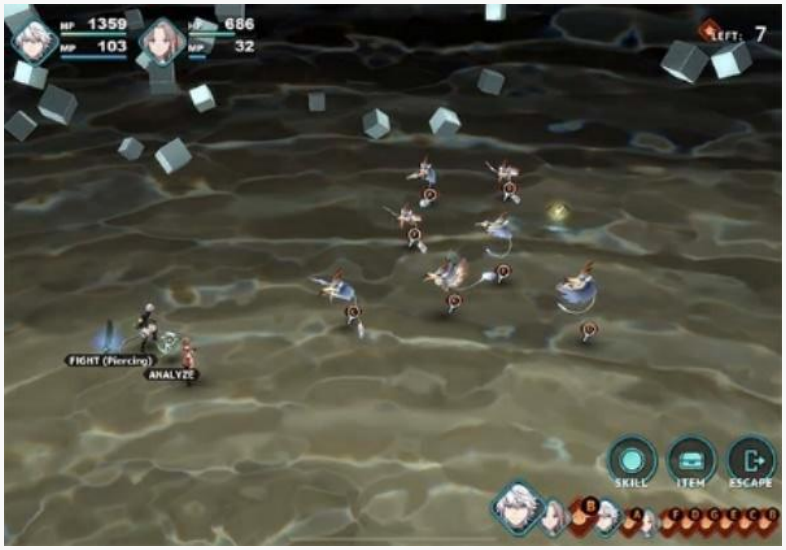
Go ahead and save your game, use a Heal Stone if you want/need and continue northeast. The path will continue going southeast, but you can go south to find a hidden **Potion S** from the sparkle in the corner. Continue following the path southeast and when you get to the open-ish area go west to find a chest with **Antidote x3**.



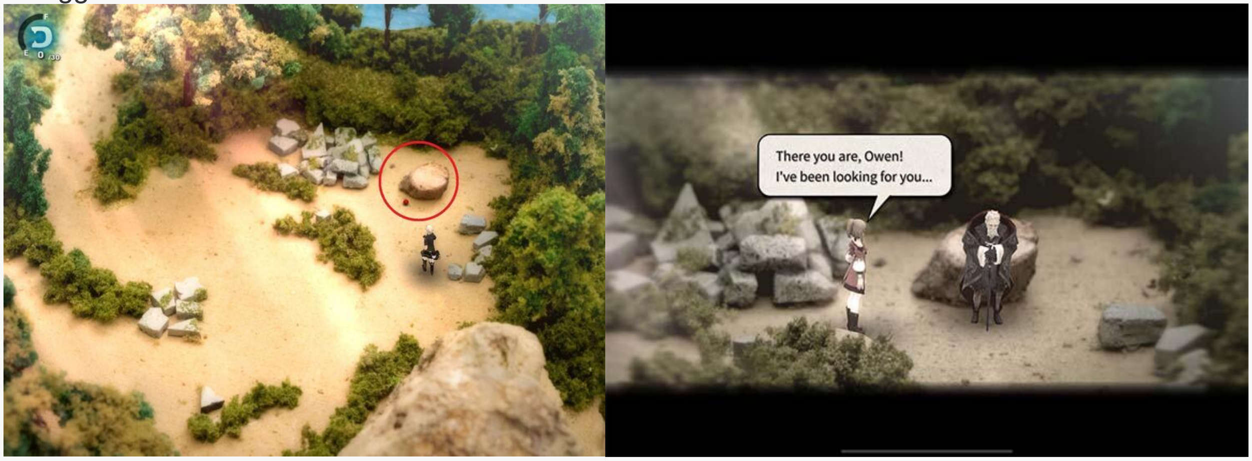
Go east now and as you go north you'll find a split. Follow the left path to find a chest with **Poison Apple x3**. From here simply continue following the path until you reach the next area called **Waterfront**.



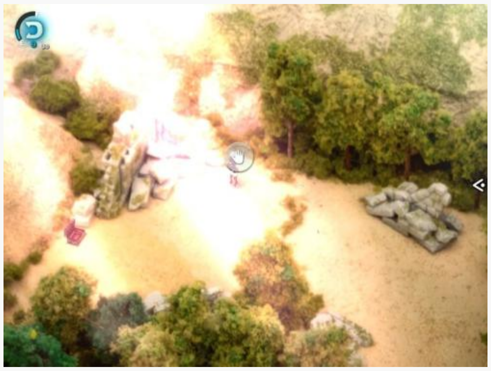
Approach the flowers in front of you as you appear and scene between Leo and Kina will play out where Leo will remember a little bit more. He'll also recognize the device we found back in En, which is called the **Dimengeon Machine**. This basically allows you to "skip" all random encounters, but instead of just skipping them, you send them to a different dimension and then fight them all together. The max amount of enemies you can get in here are 30, which means you'll be fighting that amount in a super long fight. You usually fight around 7 enemies with more coming as you kill them. This is the way to go because 1 it saves you time from the random encounters and it feels like you actually get a lot of XP and G, which is good. You do want to be careful though because if you kind of have troubles with the monsters, then fighting several of them in a row is only asking for punishment.



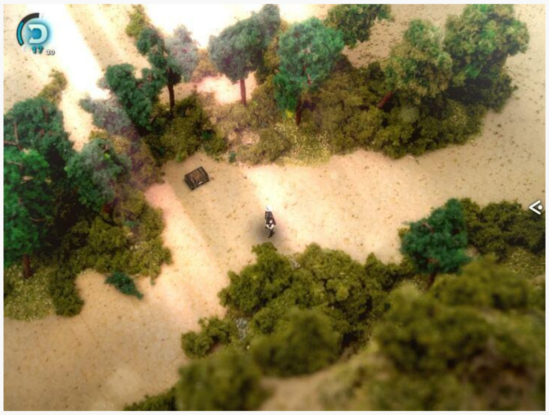
Anyway, go through the little tutorial to see how it works out. Do note that there will also be Key Orblings in here for you to kill, and they will also run away so kill them ASAP. Once you regain control, head east and we'll be in a slightly open area. Approach the little tree stump on the right side to trigger a little scene where Kina tells us more about her and Owen.



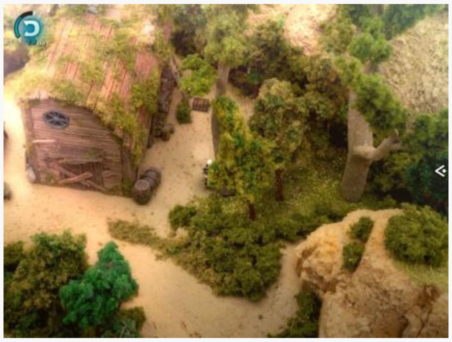
Once you regain control continue north to reach a save point and a split. Go northwest first and when the camera changes go left to find a chest with **Energy Drink x3**. Continue going north to reach a larger area. You can find a sparkle with **120G** on the northern side (the light is kind of hiding it), and **Aquamarine S** from inside the chest to the left.



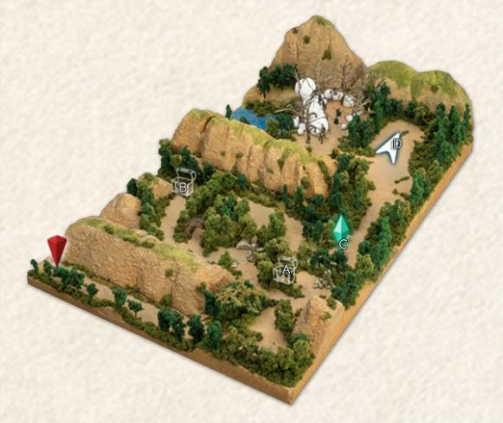
Return to the save point and go northeast now. As you follow this path you'll reach 2 paths going north. Ignore the first one and follow the second path north to find a chest when the camera changes with **Magic Belt** inside. It does require an Iron Key so I hope you've killed the Key Orbling enemies that have appeared. If they haven't continue fighting until you get one.



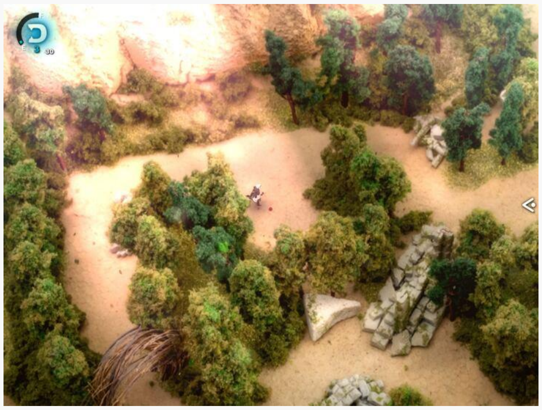
Now go ahead and head north to the little house to trigger a nice little scene between Leo and Kina. Once it's over go ahead and check out the little bench to get an **Ether S**. Now check BEHIND the house to find a chest with **1000G**.



From here head south to the next area, the **Gorge**.



Follow the straight forward path and when you reach the little split, check the northern side (near the rocks) to find a chest with **Ether S**. Follow the path west now from the previous split and you'll reach another split. Go west first just to find a chest with a **Phoenix Feather**. Return to the split and go north under the little wooden stick arch and approach the little clearing to the south to find a chest with a **Toxic Staff**. EQUIP THIS to Kina right away. Huge improvement.

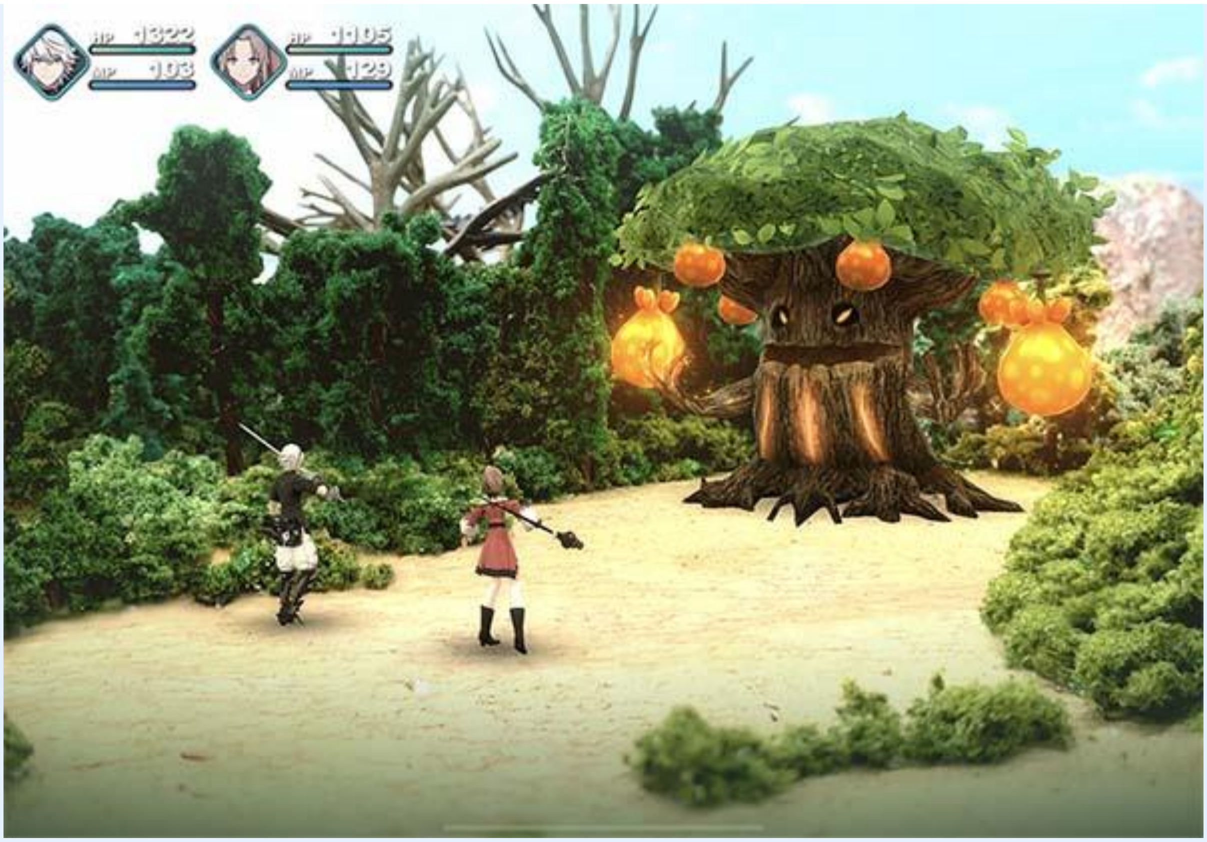


Up ahead is another save point. Save your game, heal up and move ahead to trigger a little scene with our little "money maker"... I DID NOT see this coming at all haha! Boss fight time!

MONEY-MAKING TREE

NAME	HP	🗡	🛡
Money-Making Tree	5000	59	45
Gold Fruit	530	---	---

REWARDS	
EXP: 175	G: 910



Welcome to this very bizarre boss fight. In this game, money actually grows in trees it seems haha! This boss is extremely simple once you know what to do.

First of all, you'll notice that the large tree has a pair of **Gold Fruit** hanging from its sides. These don't attack or have any turns, but they will be your main priority during the fight. This is because the tree will use them to attack you. If he does it'll hurt quite a bit so you'll want to get rid of them ASAP. They'll usually go down with 2 hits (one from Leo and one from Kina) so take them out right away. Leo and Kina will talk a little bit when you knock them out saying that they'll keep coming back and that you could farm them for some extra money. Like Kina previously said, this is not real money so it doesn't increase the amount you'll get.

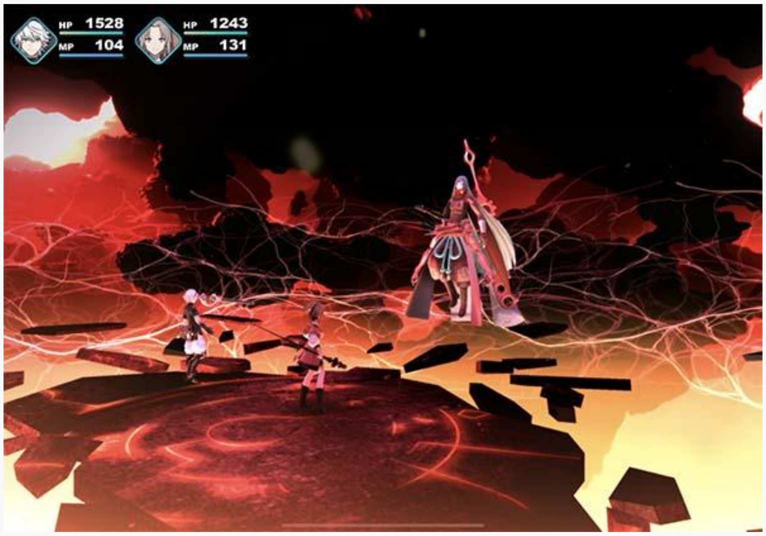
And that's pretty much it for the fight! Still nothing serious at all! The boss will grow a Gold Fruit after a couple of turns, but he only grows one at a time, which gives you more than enough time to destroy it before he uses it. In the meantime, he'll be tossing Brong Fruits at you that deal considerably less damage. His next and last attack is Sap Spit, which he has to charge for a turn. He hits for a little bit more than a Bronze Fruit and also decreases your DEF so be careful about this one. If you need to heal (which you most likely won't have the need to), go ahead and use one of those 50 potions we've gotten so far. If you really want to speed up this fight, go ahead and use a Fire Fragment item. This deals fire damage to an enemy, and the tree is weak to it. I used it for a whopping 750 damage. I recommend you save them since there's no real need to use them against this guy.

- **Gold Fruit Fling**: this is the attack the tree will use if he has any Gold Fruit hanging from his sides. It'll hit one of your characters for around 400 damage, which is a lot.
- **Bronze Fruit Fling**: the tree uses this attack when he has no Gold Fruit to toss. Unlike the gold variety, this one hits for less than half the damage, which isn't bad at all. He sometimes throws two, one for Leo and one for Kina. It does the same damage for both of them.
- **Sap Build-Up**: he charges up an attack (read below).
- **Sap Spit**: this is his charge attack. Hits for around the same as a Bronze Fruit and a half (around 300 damage) and also lowers your DEF for 4 turns.

Once you beat the tree check behind him and you'll find a sparkle with an **Ether S**. Try to leave now and a little scene will play. Right after we'll be back out on the world map.

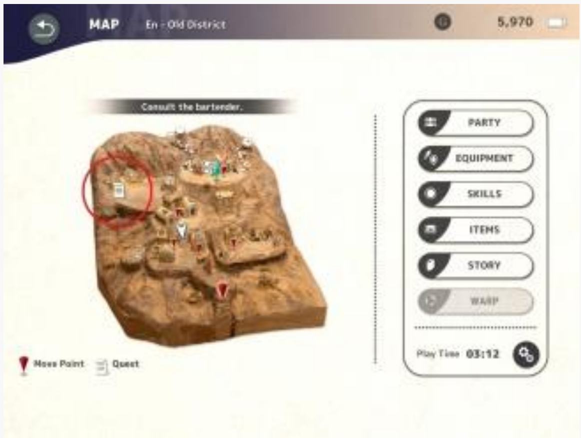
En Revisited

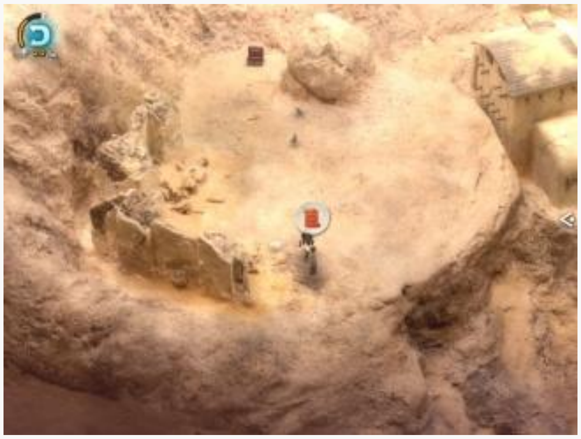
Watch the little cutscene as you enter. Right after we'll need to go visit Owen at Kina's house once again. Make your way ALL the way back and talk to Owen to trigger a series of scenes and during them we'll be fighting **Vam the Malevolent God**... yes, the Vam. This is a fight you cannot win as he has 60,000 HP and you deal a measly ~30. What you can do, however, is steal that **Elixir** that he has with Leo. Elixirs are always useful in any RPG.



As he knocks both you and Kina out, he'll steal the mask that Leo had and the scenes from before will continue. During the scene Owen will tell Kina to go with us and he doesn't want her there anymore (you can see why, which is pretty sad). As you leave the house, head down the stairs and the scene with Kina will continue where she'll officially join the group! Nice!

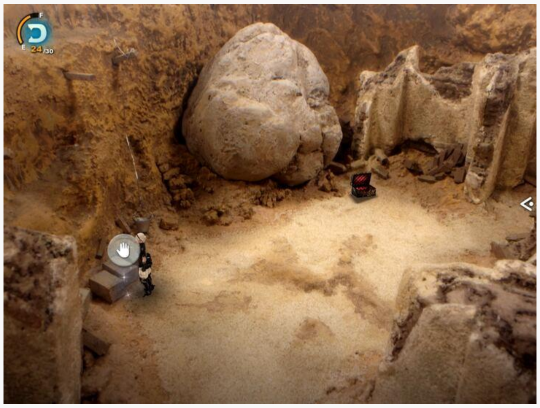
Once you regain control, open up your map and you'll be able to see there's a new sidequest available. This one is located on the northwestern corner of the area.


MAP
En - Old District
5,970
Consult the bartender.
PARTY
EQUIPMENT
SKILLS
ITEMS
STORY
WARP
Play Time 03:12
Move Point
Quest

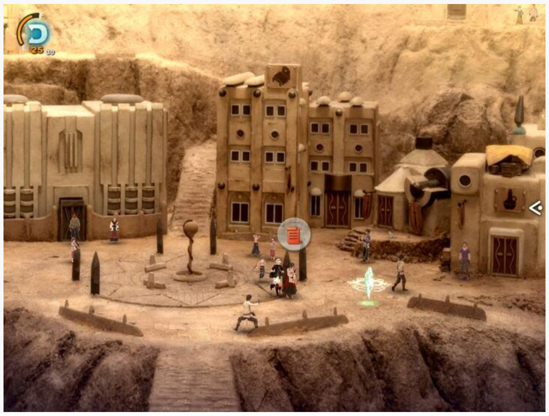


- Beloved Cat

Leave the Old District and in the area connecting both districts, check the open area to find a sparkle on the bricks to the left. Examine them to find **Piranhara Bones** (this is for the cat sidequest).



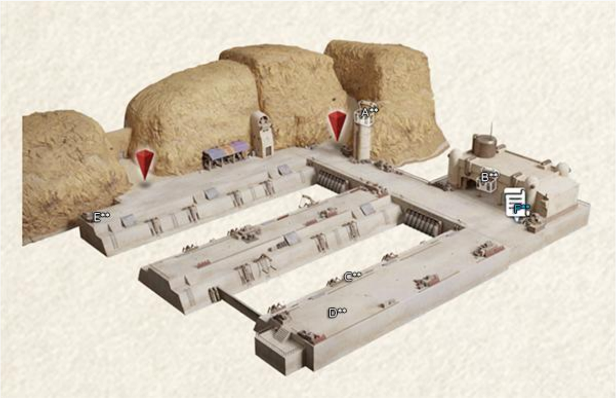
Head south to the town of En and move to the main fountain plaza to find yourself another sidequest.



- His Whereabouts

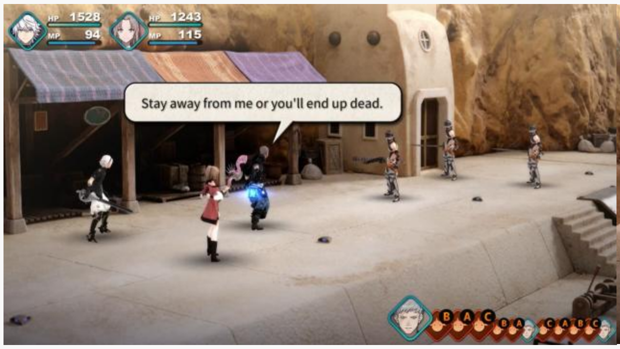
Afterwards, head to the restaurant and speak to the owner. A little scene will play where he'll give you a pair of **Boarding Tickets**, which means you'll be ready to leave town and head to our next destination, which seems to be the **main Toy Box** in the **Royal Capital**. It seems that thay're fake. Thanks for letting us know Kina! Before you leave, however, head to the backroom and open up the locked chest in the corner (I hope you got some Iron Keys from the Southern Forest enemies) to find **Pearl M**, which greatly increases the HP of the holder. Pretty neat!

Leave to trigger a little scene where the Uzra (the ship) has arrived. We can finally go over there and see what's up (it was previously blocked). Head east and leave this area to reach the **Harbor**. As you enter a scene will play out where 3 bandits are attacking a man with a weird object with fire on his belt.

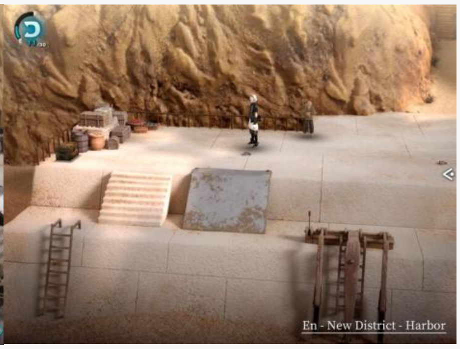


These guys have 1290 HP and are extremely simple. They don't do a thing besides a regular attack that does around 150 damage. That's it. Take care of them and watch how the scene continues. This guy is gonna be a future party member, I can feel it!

Once we regain control, head west first and you'll be able to find a chest in the corner that has **1000G** inside.

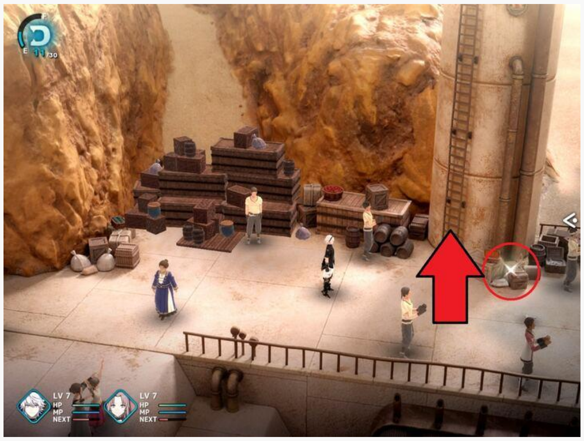


Stay away from me or you'll end up dead.

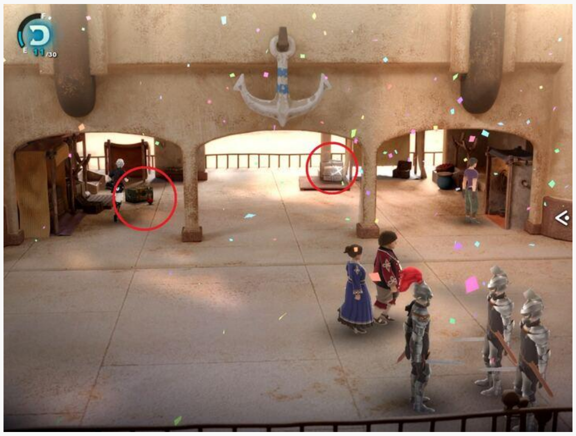


Return to where you regained control and check the tents here (under the middle red one) to find a sparkle with a **Potion S**. Go east a little bit to have another scene play. It seems Leo is kinda liking Kina, huh? Who wouldn't, honestly.

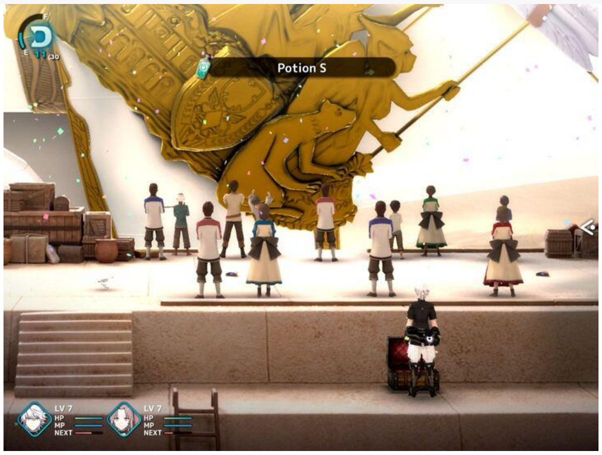
After regaining control, there'll be a sparkle on the crates under the tall pillar that has **100G**. Go up the ladder up the pillar to find a locked chest. Open it up with an Iron Key to find a **Peridot S**, which increases evasion.



Continue following the path and when the camera changes head under the roofed area to find a chest with **Energy Drink x3**. There's also a sparkle to the right on the boxes with **Ether S**.



Continue following the path and when the camera changes once again (facing the boat), go down the stairs to find yet another chest with a **Potion S**.

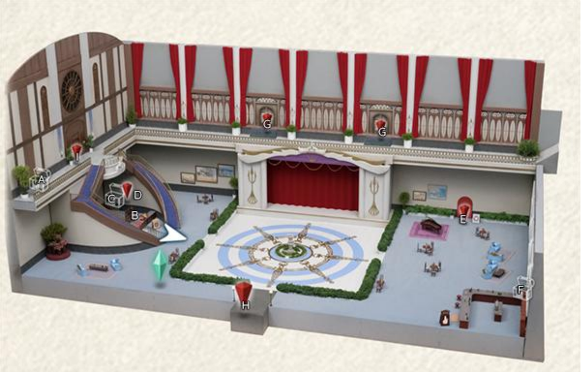


Once ready, go up the stairs and head right. It'll ask you if you're ready to travel aboard the Uzra. If you've finished the two previous sidequests then you're ready. Go ahead and board it! See you in the next page!

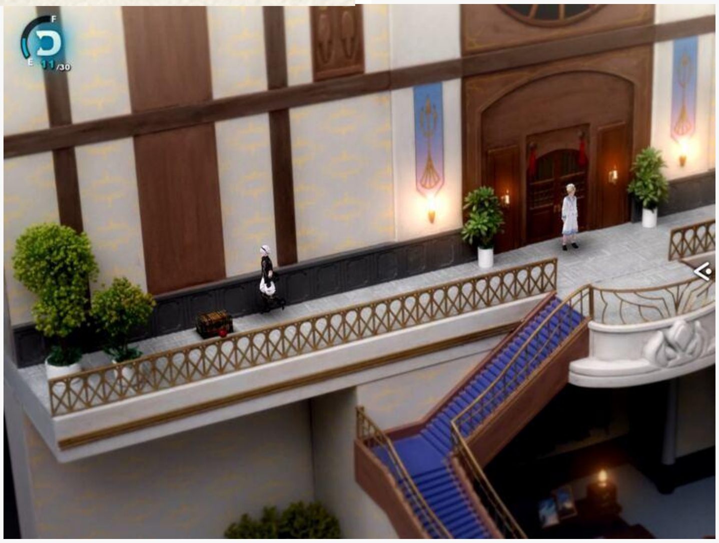
Uzra

My lv.	7

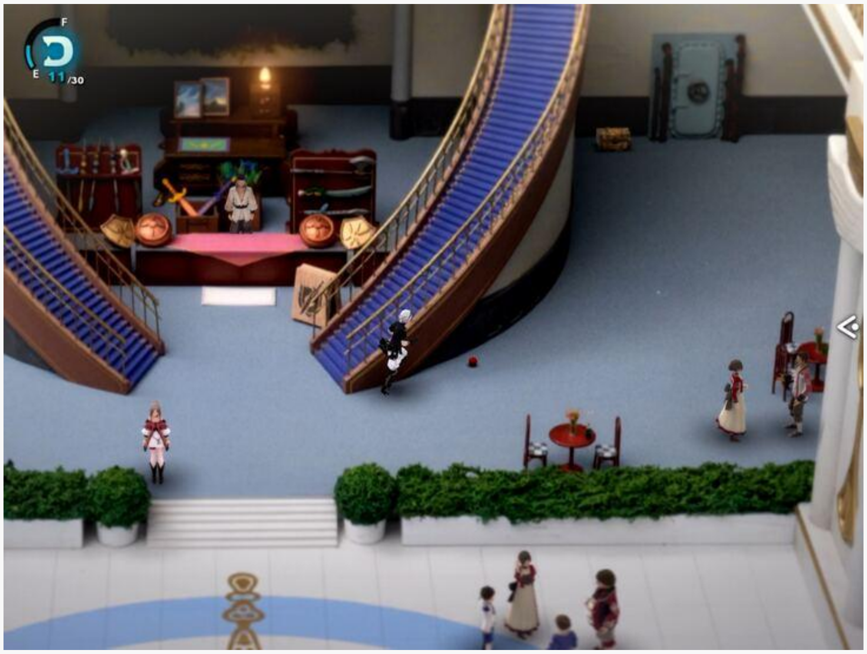
ENEMIES		
NAME	HP	WEAKNESSESS
Mecha Piranhara	270	Holy
Mecha Sandphin	650	Holy
Piranhara	240	None
Mecha Kackle	1170	Holy
Chaos Wolzas	920	None
Chaos Avaris	430	None
Chaos Bomb	1500	None
Grand Chaos Wolzas	4000	None
Kackle	1080	None



This is a large ship! I hope you enjoyed the cutscenes! Once you regain control we'll be on the back of the ship, the deck. Across the pool you can see there are 2 entrances under the little red roofs. Go inside and go right first to find a sparkle with a **Garnet S**. Now go northwest to find Kina wanting to go check out the penthouse suit. It seems we can't! Go left from the door to find a chest that has **Protein Drink x3** inside.



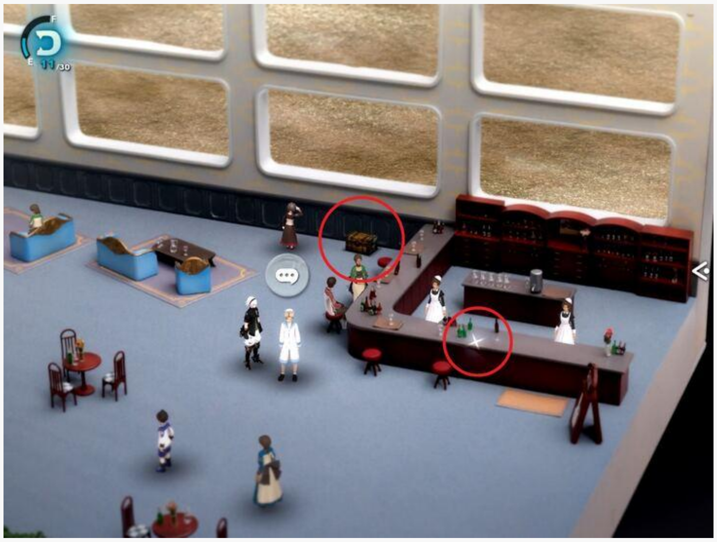
Go down the stairs on the right and check behind the stairs to find yet another chest, this one with a **Heal Stone**.



The shop here doesn't really sell anything useful besides stones. They do sell some that we don't have, but they're not particularly useful right now. We do find them later in the game so you can save some money. Check the other side of the stairs to find a sparkle on the planter in the corner with **500G** in it. Go talk to Kina afterwards. Once you do cross the center where the fountain is and speak to Kina once again, who's in front of a piano.

Watch the scenes that play (who would've thought Leo could play?) and after check the empty table nearby for **300G**. Now, the door behind leads to the infirmary (it has a heart logo next to it). Inside open up the chest for a **Remedy** and check besides the bed to find an **Ether S**.

Head south to the bar area and you'll be able to pick a **Potion S** from the sparkle on the bar and **Phoenix Feather** from the chest next to it.

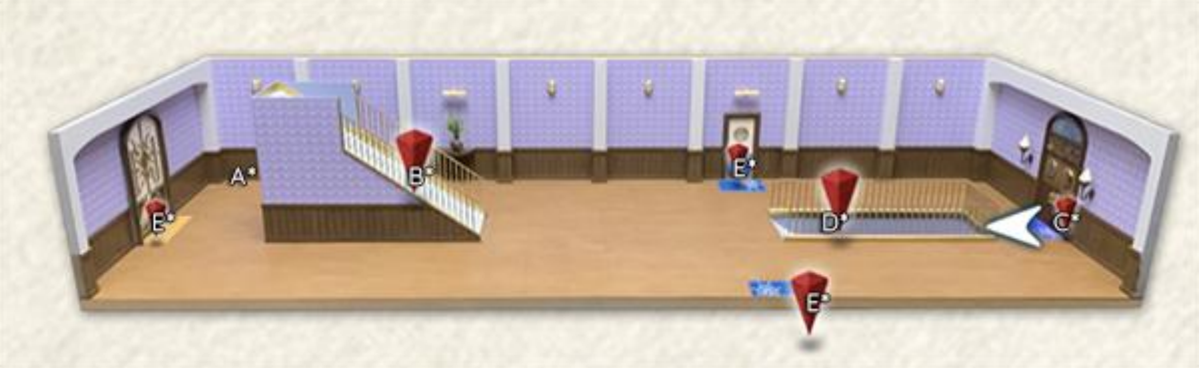


You can speak to the woman behind the counter if you need to buy any items. Head back upstairs to trigger another scene with Kina. We'll meet a very beautiful woman here, **Princess Cheryl**. Head inside the suite once you regain control to have the scenes continue.

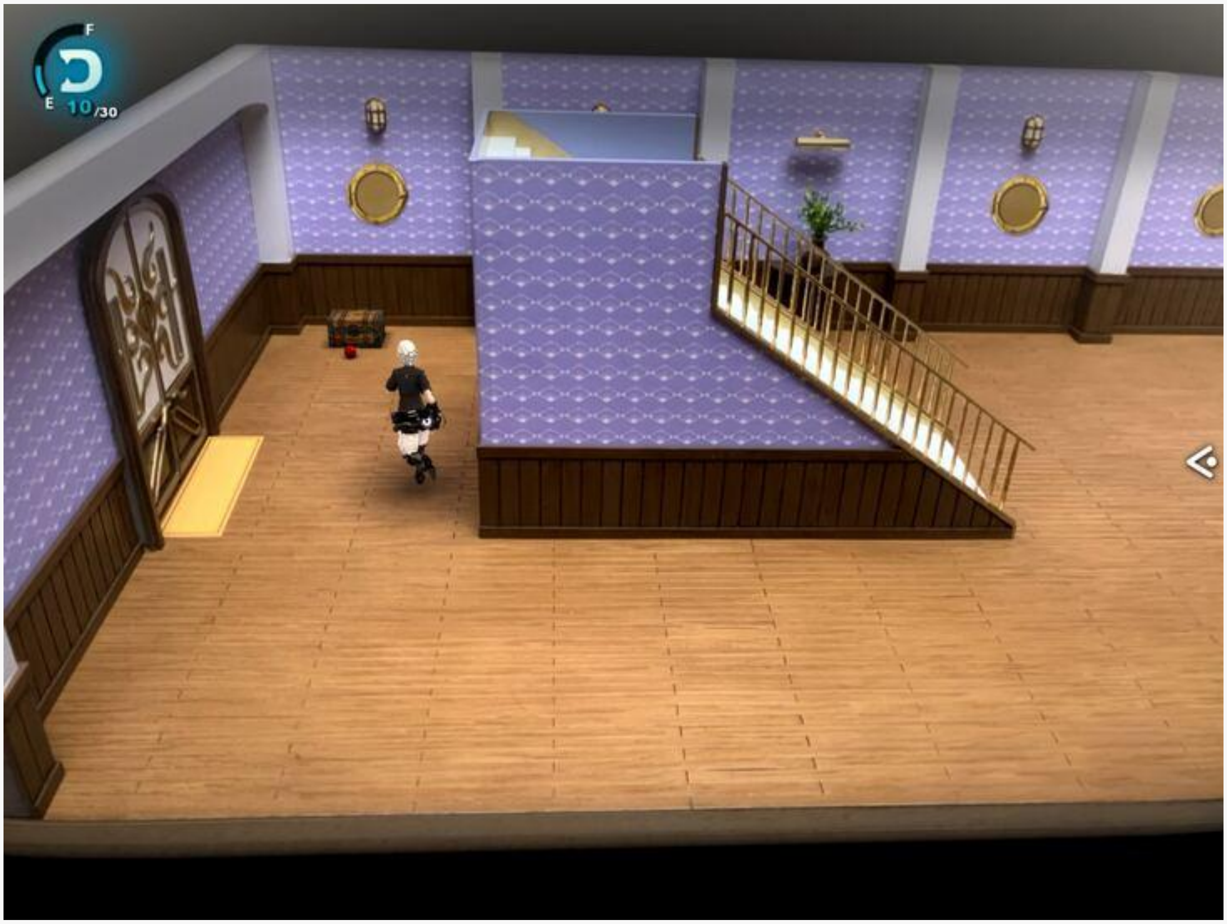
During the scenes we'll fight Sebastian, Cheryl's butler. He has 10000 HP and it's a fight we're not supposed to win, or try even. Simply steal the **Heal Stone** he has and let him knock you out with one punch. Afterwards, the scenes will continue and Cheryl will join your party. It seems something's going on with the ship so we'll have to go take a look. Go ahead and equip her with a jewel and you should be ready to go.

Before leaving the room, you can check the bed in here to rest and heal up. You can also check behind the room divider on the right to find.... Cheryl's clothes? Oh god. Leave the room now and go back to the deck (where we first started). Out here check the northwestern seats to find a sparkle with **Amethyst S**. Head south now to trigger a scripted fight where we learn about **Automatic Skill Window**. This basically allows you to have the skill list open at the start of each round, which makes it so much better to use different skills and without the hassle of opening and closing the list. Also check out how Cheryl attacks. Her skill, **Knight Impact** is pretty amazing.

Go down the stairs now to the save point and save your game. Afterwards continue down the passage until you reach the next part of the ship, the **Bow Walkway**. Here we have several ways to go. The doors to the north and south lead outside. Go south first and you can find a sparkle directly to the right that has an **Ether S**. Head back inside and go through the northern door now and grab the sparkle in the lower left for a **Phoenix Feather**.



Head back inside and go through the door on the right, behind the staircase going back down. This is the Captain's Room. You can grab the sparkle in here for some **Protein Drink x3**. Return and before going up the stairs here, go to the left side of the room and you'll find a chest with **Potion S x3**. The door here leads outside as well and it connects the previous two areas, but there's nothing to really do out here.



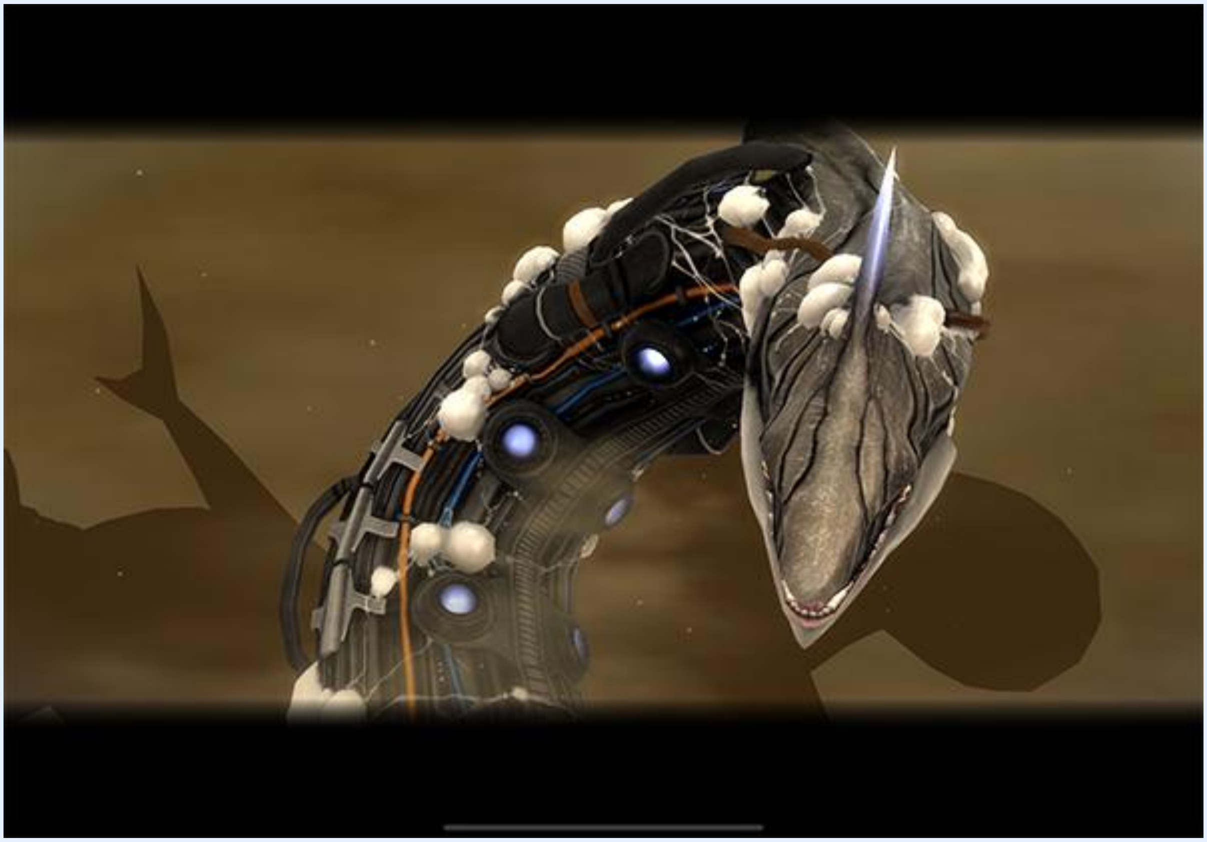
Head up the stairs now, open the chest for a **Phoenix Feather** and speak to the Captain. Watch the scenes that play out as we do and once we regain control, save your game, heal up and head back downstairs. Start making your way back to the first area of the ship (deck) and save on the way if you want. Up ahead, a little scene will play and we'll have our first real boss fight!

SANDSEA SERPENT

NAME	HP	🗡	🛡
Mecha Sandphin	650	45	47
Sandsea Serpent	7000	81	59
REWARDS			
EXP: 286		G: 880	

We've got to fight this huge sand serpent! For some reason it's giving me huge sandy Leviathan vibes. Anyway, this guy looks like half serpent half machine and it's pretty awesome. It has a couple of very tough attacks but nothing we can't survive.

To begin, the Serpent will come with a pair of Mecha Sandphin. These little guys have 650 and go down pretty quick. I recommend you ignore them completely and focus all your attack power on the Serpent because they respawn after a turn or two after you kill them. If you're using skills that penetrate enemies or magic like Holy (or Ice if you've unlocked it with Cheryl) then go ahead and hit them as well. Might as well try to lower the damage as much as possible. The Serpent IS weak to **HOLY** so Kina's Holy spell is fantastic in this fight! Make sure she has a healthy supply of MP at all times as she'll be your main damage dealer.



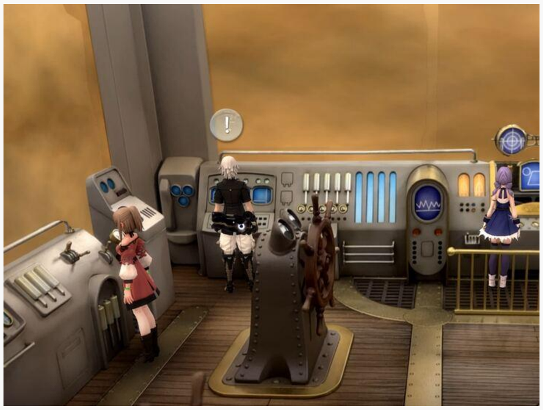
The Serpent mostly has regular physical attacks that hit one character, but throughout the fight, during each of his turns, he'll charge up his energy of a very powerful attack. It takes 3 turns to fully charge it, which deals MASSIVE damage to all 3 party members. This attack can do up to 650 damage to all party members so you'll want to make sure to be healed up so you can take this attack. You cannot avoid it, but you can make sure you're prepared for it by being at full health. He gives you 3 turns to prepare your health, so make sure to stay healed up. Kina's Heal is the strongest healing spell you have so make sure to use that on the party member that needs it the most. Leo's First Aid is also great so don't be afraid of using it.

Usually, right after his **Thunder Breath** (previous attack), he can follow up with **Hyper Bite**, another incredibly powerful attack that hits all party members for a little less damage than the Thunder Breath. He doesn't need to charge this one, so make sure to heal up right after the Thunder Breath attack, just in case he decides to use it.

During this fight, you usually want to be above the 700 HP mark at all time. This ensures that you can withstand at least one of his powerful attacks and you don't have much to heal right after. This is a fight that'll teach you the importance of taking the fight slow and steady, taking full turns to heal up to prepare for other attacks, and not just attack and attack.

- **Bite**: it bites you for around 300-400 damage to one character.
- **Thunder Ball**: shoots out a lightning ball that hits one character for around 400-500 damage. This is a powerful attack so be extra careful. You can lower the damage by equipping the Amethyst S we previously found, but that only effects one character.
- **Energy Charge x/3**: it charges up a powerful attack. It takes him 3 turns to fully charge it.
- **Thunder Breath**: this is the Serpent's most powerful attack. After 3 of his turns, he'll release a devastating lightning attack that hits all the party for 500-650 damage. Yes, this attack can really kill your party if you're low on health.
- **Hyper Bite**: this is another very powerful attack that deals between 450-600 damage to all party members. Make sure to heal right after this attack.

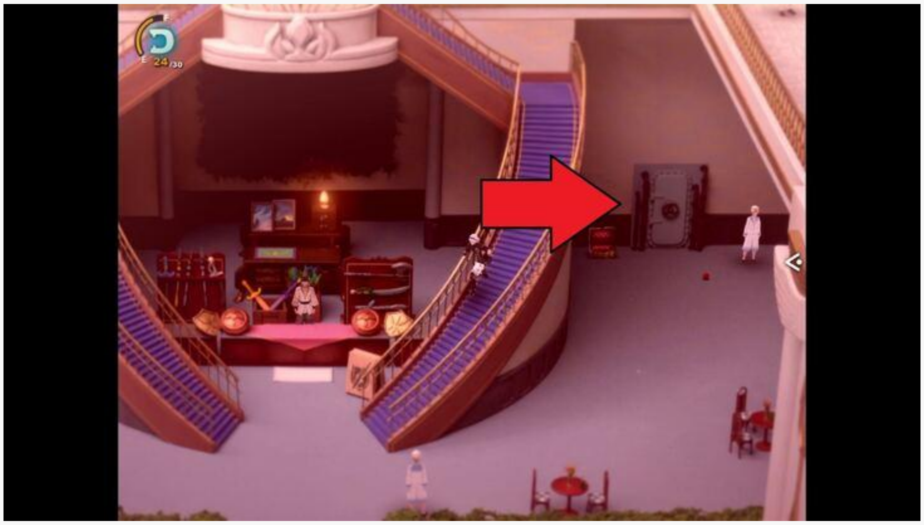
After the fight, return to the captain who's over at the bridge (where you first met him) and watch the scenes as you talk to him. He'll ask you for your help fliping switches and moving levers, so it's time to help him. You could say this is some sort of a minigame. During this Leo, Kina, and Cheryl will have an **!** above their head that you should press. They appear at random so keep your eyes peeled for which one appears. You have to do this a couple of times to finish so keep at it.



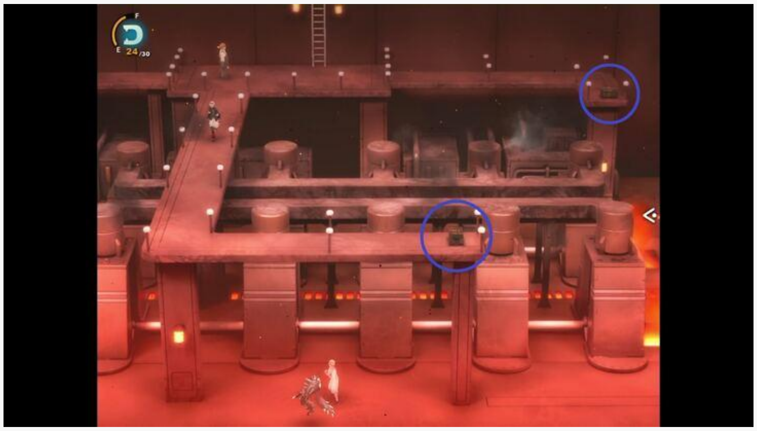
Once you're done a scene will play out where the Serpent is back and trying to take us out. During the scene, Cheryl will officially join the party and tell Sebastian to stop bugging her. He'll stop, but he does give her the blue circlet we saw before. It has the same red symbol that our mask had (the one that summoned Vam).

Try leaving now and the sailors will stop you and tell you that the hall has been restored. It seems they're putting on a concert to east the guests. Neat! Head back to the main portion of the ship and as you do a little scene will play out. It seems we need to follow Cheryl now. Head inside and we need to go to the infirmary in the upper right corner of the bottom floor. You can enter the suite to have Cheryl scold you.

As you approach her a little scene will play. We'll see if the doc can help Leo out at all. Leave the infirmary to have the scenes continue. Once ready head back to the Captain's Room (his room, not the bridge). Inside speak to the two sailors, who'll tell you that the captain is not there (well duh!). He went to the Engine Room so try leaving and a third sailor will come in. Afterwards, head back to the main hall (where the suite is), go down the staircase and enter the door in the northwestern corner of the hall.

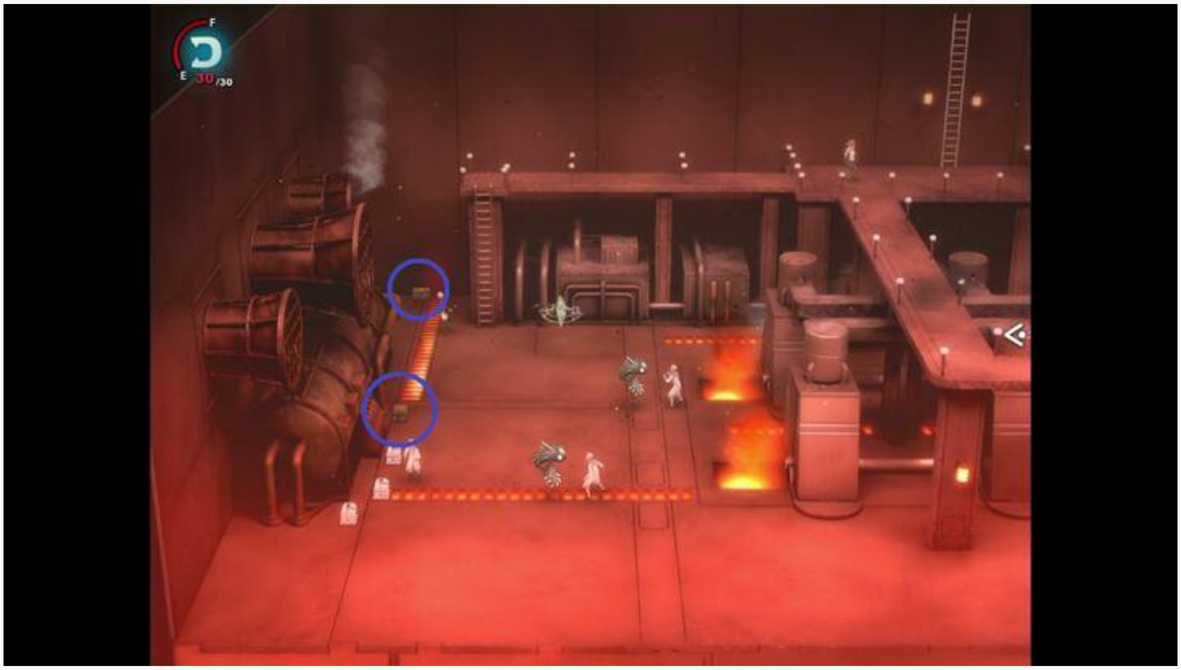


As you go in we'll be in the **Engine Room** where you'll see the sailors being attacked by monsters. We are attacked right away by some of them, but they're the same as before. Once we regain control, we'll be in a 3 way split. Go east and south first. Both of these paths are dead ends but each has a chest, containing **Lightning Fragment x3** and **Mettle Belt** respectively. Equip that Mettle Belt to anyone, but I'd recommend on Cheryl so she can survive attacks (she's very weak still).

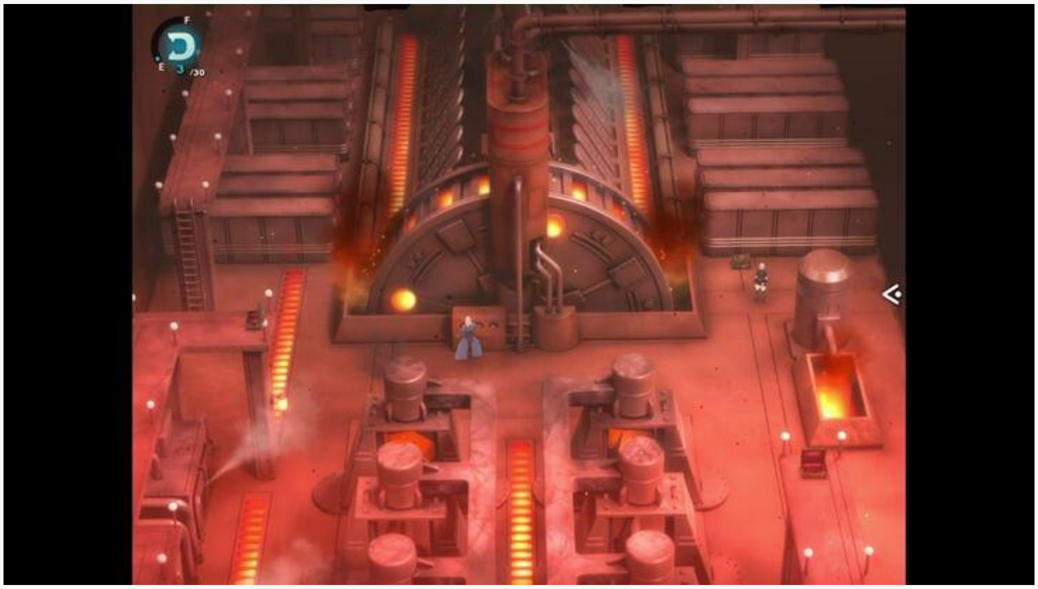


Return and go west this time where we'll get attack once again (scripted fights). We've got a new guy here, the **Mecha Kackle**. This guy is pretty similar to the rest of the enemies you've encountered here, only that with more HP and this one can actually block attacks and lower your ATK.

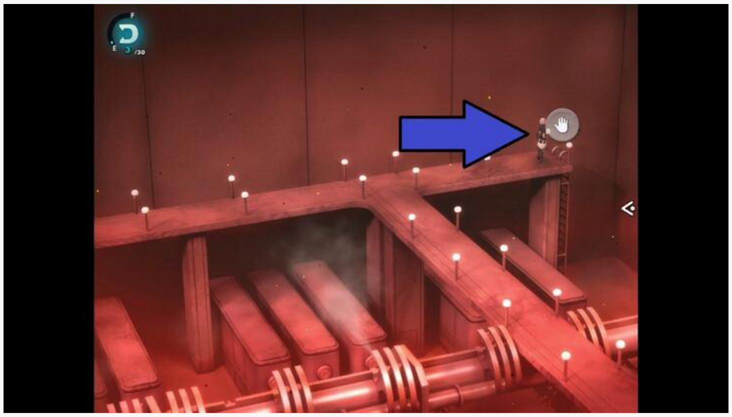
Head down the ladder now to reach a save point. Use it if needed and you'll see several chests here. Open the one to the northwest and the one a bit south of it to find **1000G** and **Phoenix Feather**.



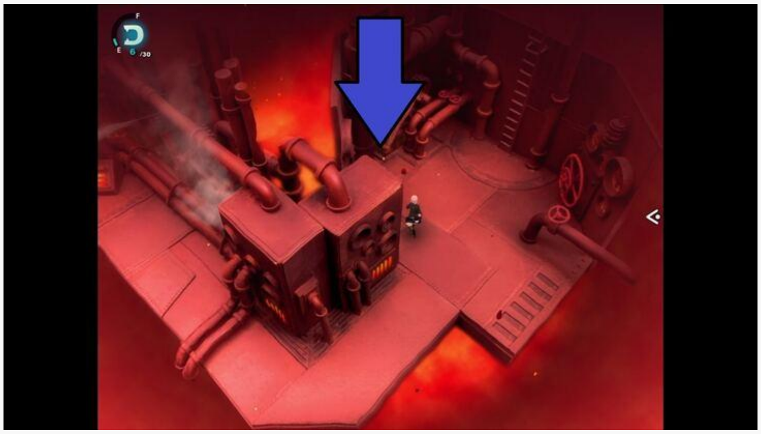
We'll also have 3 white chests here that we still can't open so that means we'll have to come back at a later date. Now go ahead and help out the 2 sailors being attacked here. They don't give you any reward, but you'll get your EXP. Head east now, help out a third sailor and at the split you'll see the captain to the north. **BEFORE** you go to him, go east behind the container to find a sneaky little chest with **Fire Fragment x10**.



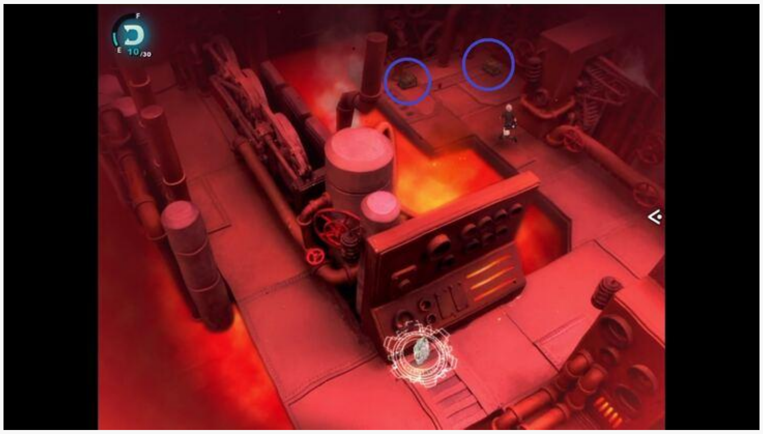
Go talk to the captain now and you'll have to fight another group of enemies. After the scenes and once you regain control, head up the ladder to the north and at the split go east and down the ladder to find a chest with **Silver Ice Ring**. Equip this ring on Cheryl right away because it increases her Ice damage (she should have the Ice spell at this point).



Return back up the ladder and go south now. Go down the next ladder and at the bottom go down the ladder to the north to reach the next area. After the little scene, before you proceed, check behind the machinery to find a hidden chest with **Ether S x3**.



Follow the straightforward passage deeper into the engine room and you'll reach a save point. Before you use it, go northwest from it to reach 2 chests in the corner, containing **Energy Drink x5** and **Potion S x5**.



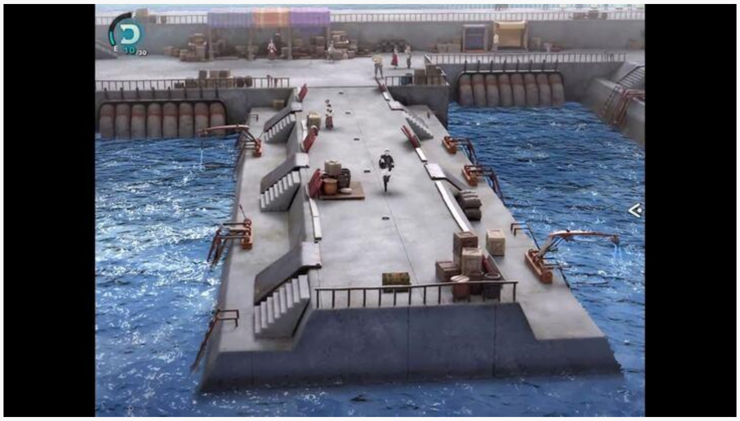
Return to the save point, save your game, heal up, and proceed deeper into the next room where we'll have the culprit... culprits of the anchor not dropping. **DO NOTE THAT THERE'S A CHEST HERE!**. Anyway, you'll be in a fight against 100 Mecha Piranhara. Yes, that was not a typo, **ONE HUNDRED** Mecha Piranharas, and unlike the Dimengeon, these are at the same time!

Although this fight seems to be a boss fight, nothing really happens in this fight. Don't let the 100 count at the top scare you. The regular Mecha Piranharas have 270 HP and you pretty much kill them in one hit. You're going to want to use your spells (Holy and Ice) as well as Leo's Slash skill to attack and kill several at once. At the beginning you can kill between 9-12 in the same attack, which drastically reduces the amount of enemies there are.

If you check in the bottom right you'll see there's only 1 enemy. Well, these guys attack 3 times for their turn as a whole, and their attacks deal between 200-300 per hit. Although it's not a lot, if you're unlucky enough (like me) to have the same party member take all 3 hits, immediately heal it up. That's about it. The only other thing you have to worry about is when they get to 10 Mecha Piranharas left. Before they do, make sure you're fully healed. The reason behind this is because they'll be a bit faster and, instead of attacking 3 times, they increase it to **5**. Yes, five times! The damage per hit is the same, but it's more attacks.

After the fight scenes will play and we'll leave the ship entirely. We have to come get that chest in a bit! After the fantastic scenes we'll be in **Vence, the City of Water**. We'll only be here for a couple minutes right now so I'll keep writing here.

As we regain control, open up your map and you'll see we're on the right-most pier. Go down the central pier to find a chest at the end of it with **Brave Guard**. Equip it to Cheryl right now before you forget!



Afterwards head west towards the save point and a scene with the mayor of the city will play. It seems the ship is not slowing down! Watch some more fantastic scenes play and the entire area will go red. This is creepy looking! We're attacked right away by some new monsters, **Chaos Wolzas** and **Chaos Avaris**. Nothing too dangerous, but they do hit a bit stronger than the previous monsters at the ship.

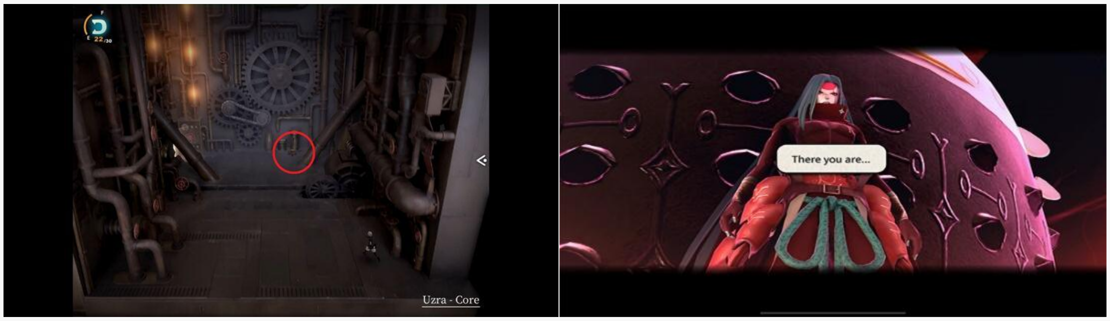
Watch the scene after the fight and we'll regain control. We have nothing to explore around here so go ahead and use the save point in front of you and save your game. Make sure to fully heal up because we're going to need all the HP we can get! Go down the pier to the east and we'll trigger a scripted fight against several enemies, which are only two more new ones, 4 **Chaos Bomb** and a pair of **Grand Chaos Wolzas**.

This fight, although not a boss fight, is extremely tough and can kill you if you're not careful or not know what to do. To begin with, the 4 Chaos Bombs are that, bombs that'll explode. They don't attack you at all, but after 2 turns they'll explode, damaging both Leo and Cheryl for around 300 damage. It also inflicts poison for 4 turns, meaning that they can deal around 1200 damage in 2 turns after the fight starts and leave you poisoned. We still have to deal with the beast in the back. Well, the bombs have 1500 HP and the beasts 4000 (so you don't have to inspect them) and you want to kill the bombs ASAP.

Right as the fight starts, you'll want Cheryl using **Knight Impact** in the center of the enemies to attack all 6 of them. If for some reason you can't get it right, focus on killing those bombs first. As for Leo, have him use **Fire Slash** to deal a bit more damage, and try to attack 2 of the bombs and the beast in the back. You'll want to do this to destroy them before they explode. Do note that the Grand Chaos Wolzas are pretty much the same as the ones you just killed, but the difference is that these guys can summon more bombs! They do so one at a time, so have Leo continue using Fire Slash and have Cheryl change to casting Ice to deal a bit more damage, concentrated damage this time. Also focus on just one beast at a time to lower the bomb summoning.

After the fight, approach the shit to trigger some more scenes (more fantastic scenes play here). Once they're over we'll be back aboard the Uzra, in the infirmary. You'll be asked if you want to disembark. There's a couple of things we can do so read ahead if you think it's worth the running around. If not, disembark!

Ok, so if you decided to stay and not disembark automatically, let's do the couple of things we can do. Remember the chest in the engine room where we killed the 100 fishes? You can go and open it now to get **Elixir x2**. Although it doesn't sound good at all, you know Elixirs are always amazing finds in an RPG.



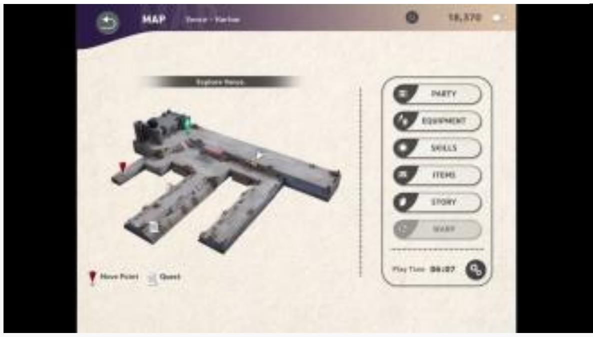
With that, head back to Cheryl's suite where we can find poor Sebastian. Talk to him and he'll give you **Remedy x2**. Thanks! You can also go and talk to the Captain in his room. He doesn't give you anything, but you can at least get some thanks for saving the ship.

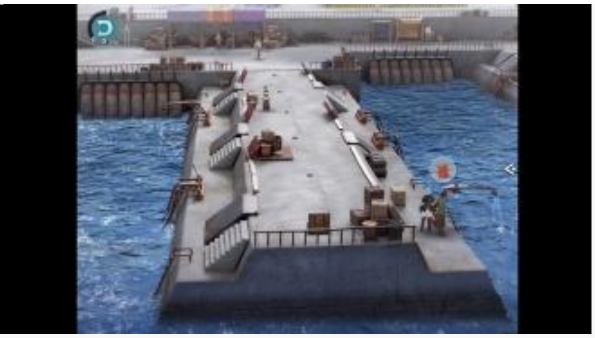
And that's about it! Leave the ship now (from the main hall where the concert took place. See you in the next page as we go through the city of Vence!

Vence, the City of Water

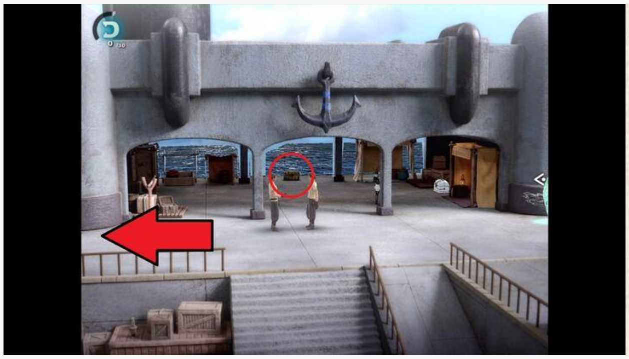
Once we're back in Vence, we'll be on the northern side of the harbor, where we rescued Kina. If you open up your map you'll see that south of you, at the end of the middle pier, you'll find a new quest! Head on over there and speak to the man at the end of the pier to get it.

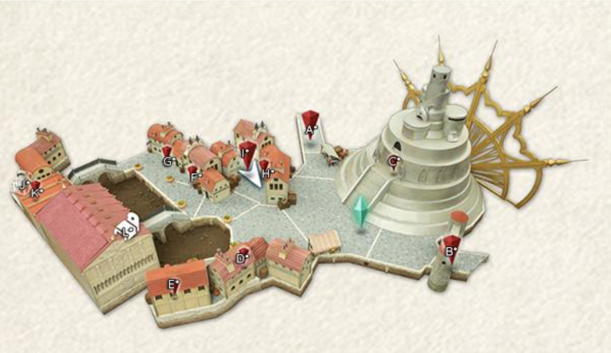
- Bait for Fishing





After you do head back up to the save point and check under the roof left of the save point to find a chest with **Phoenix Feather x3**, as well as a white chest we cannot open yet. Around the corner to the left is a second chest you can open, this one with a **Heal Stone**.





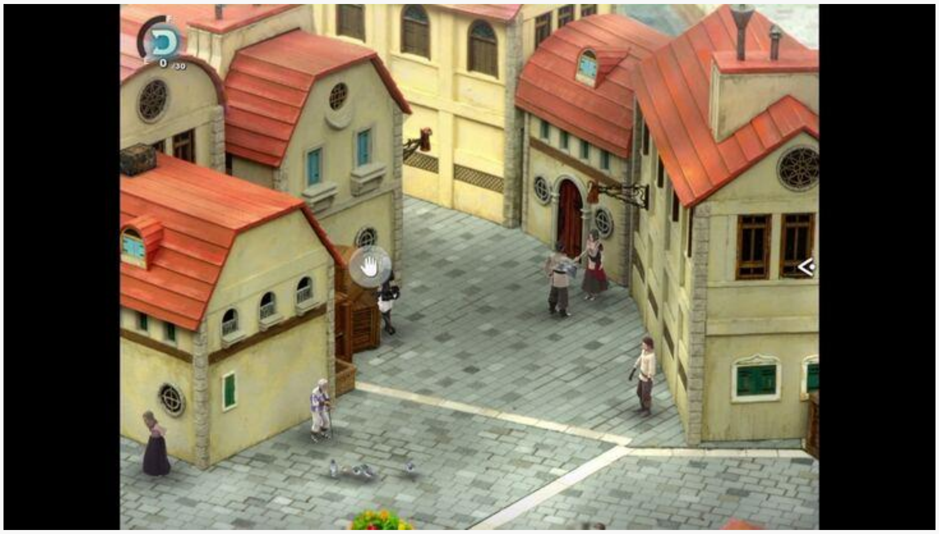
Now go south west to the get to the main part of Vence. A scene will play as you enter. Watch it and head south to be at the main area of Vence. Go ahead and save the game at the save point if you want/need and from here we have several ways to go. Ignore the stairs going up for now, we'll be back later and we can loot then. Going east is a dead end as of right now as well so ignore it. Go west and we'll have the Inn to the west, a path southwest, and 2 more paths going north (for a total of 3 counting the one to the harbor).

Follow the southwestern path first. There are 2 houses you can enter here. The first house has a chest with **Ice Fragment x10** and **Potion S** on the middle table. Head back outside and the second house has a chest with **Amber S**, as well as a sparkle with **Protein Drink**.

Enter the Inn on the western side now and inside rest up if you want/need it. Check the northeastern plant (next to the stairs) to find **300G**. You can also check the fountain near the entrance for a whopping **5G**.

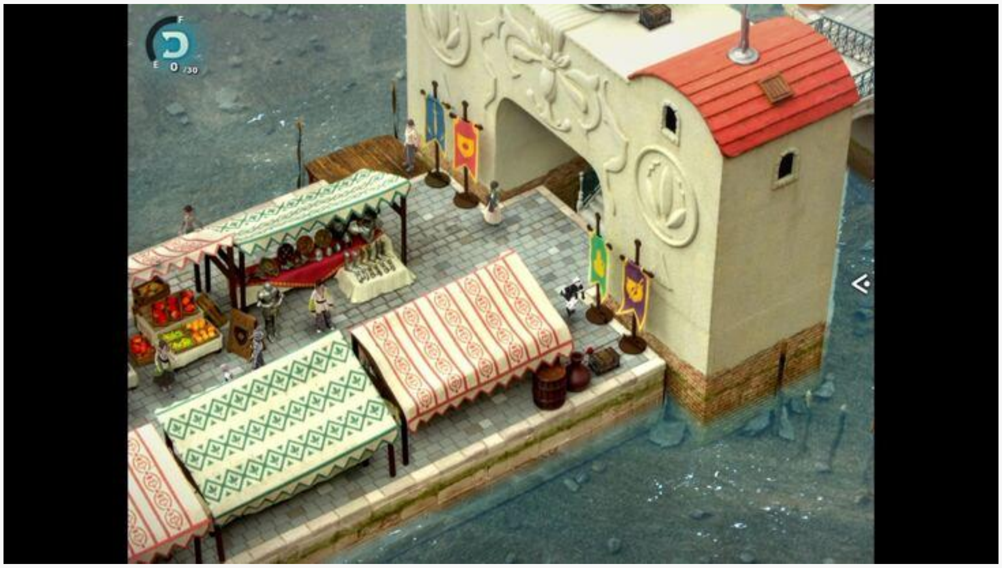
Head north from the Inn (following the canal) and you'll find 2 houses here. Go inside the first house to find **Poison Apple** and **Glue** from sparkles, and a **Heal Stone** from the chest. The second house only has a **Fire Fragment** in the basket near the bed. Leave the house and go across the bridge in front of it to find yet another house. This one has a pair of guys outside in front of a chest. They look kind of shady, but we cannot open the chest right now. Inside, however, you can grab **Potion S x5** and **Ether S x3** from the chests in the corner, and **Phoenix Feather** from the table.

Return and we're going to follow the middle path north now, but before you do check the wooden crates near the exit for an **Ether S**. The house before the exit on the right has nothing inside.



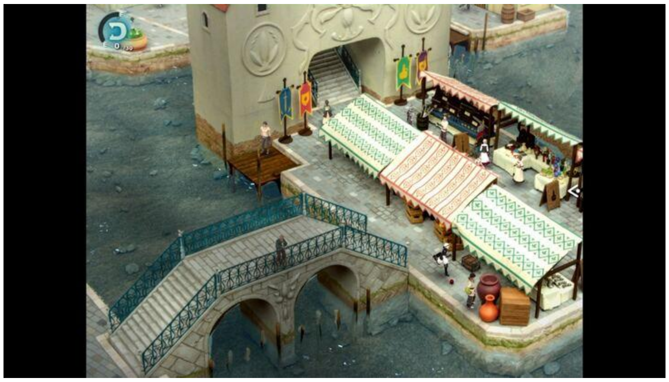
In this next area we have another save point (that's 3 already!). A little scene will play where we meet a man that seems to know us. He goes inside the building here, which is a restaurant. Head inside and check in between the counter and the shelves to find **Energy Drink x3** from a sparkle. Speak to the man behind the counter... is he the guy we met in En? Nope, his twin. He tells us we need to go to East Vence, which is right of the City Hall. We're going to have to go to the City Hall first to get permission from the mayor.

Head back out and go west across the bridge to find the market area. There are tents on both sides which is really nice, but what's also nice is the chest on the right side between the chests and the arch that has a **Rock Hammer** inside.



Go down the alley full of shops and buy whatever you need. There's no real upgrades here for us to buy, maybe for some armor (Brave Guards) and a new weapon for Cheryl. If you've been using your magic a lot I recommend you stick with your Silver Ice Ring you got in Uzra to deal extra damage. If you're doing the previous sidequest we got in the harbor then you can purchase the bait here. The weapon shop, like I said above, has the Platinum Ring for Cheryl, which is an upgrade, but doesn't increase your Ice spell, unlike the Silver Ice Ring, so you get to decide if you want more ATK or your Ice spell to do more damage. I personally kept my Silver Ice Ring because you'll be using magic a lot in this game. Just makes it easier. You can also purchase Jewels that increase your elemental resistances.

Go behind the shops on the left, open up the chest back here for **Clock of Truth x3** and cross the bridge west.

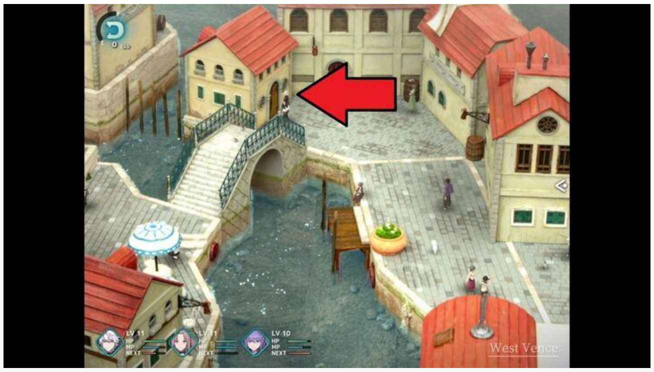


On the other side, grab **Ether S** from the barrel and head north across a second bridge. On the other side of the bridge the area will be a bit more open. You'll see right away that the canal is being blocked and it's completely dry. We can walk over the walls blocking the water, and there's a chest on the other side. Sadly we cannot get to it just yet. Go ahead and spin the red wheel here to open up the water gate. Once you do move forward and the camera will change. We'll have 3 houses to explore here, one to the right and two to the left.

The lone house to the right is empty and you cannot enter the lower left house, so instead go inside the upper left house to find **Glue** in the basket in the corner, **Phoenix Feather** from the blue couch, and **Sapphire S** from the chest. Not too shabby. Check north of the houses now to find another red wheel that opens/closes another water gate. Spin it to close it and you'll see a couple of kids run across. Run across it as well and enter the house (the man on the floor here prevents you from going down the ladder). Inside the house grab the **Clock of Truth** from the sink, **2000G** from the chest, and **Potion S** from the middle table.

Head back out and spin the wheel to open up the water gate and go right between the houses to find a pair of outdoor tables. Check the second one to find a **Potion S**. Go north cross the bridge now and enter the first house to your left. Check the dresser to find **Pearl S** and speak to the sailor in here to get another **sidequest**. We won't be able to do this one for a bit, but I'll remember you when we can.

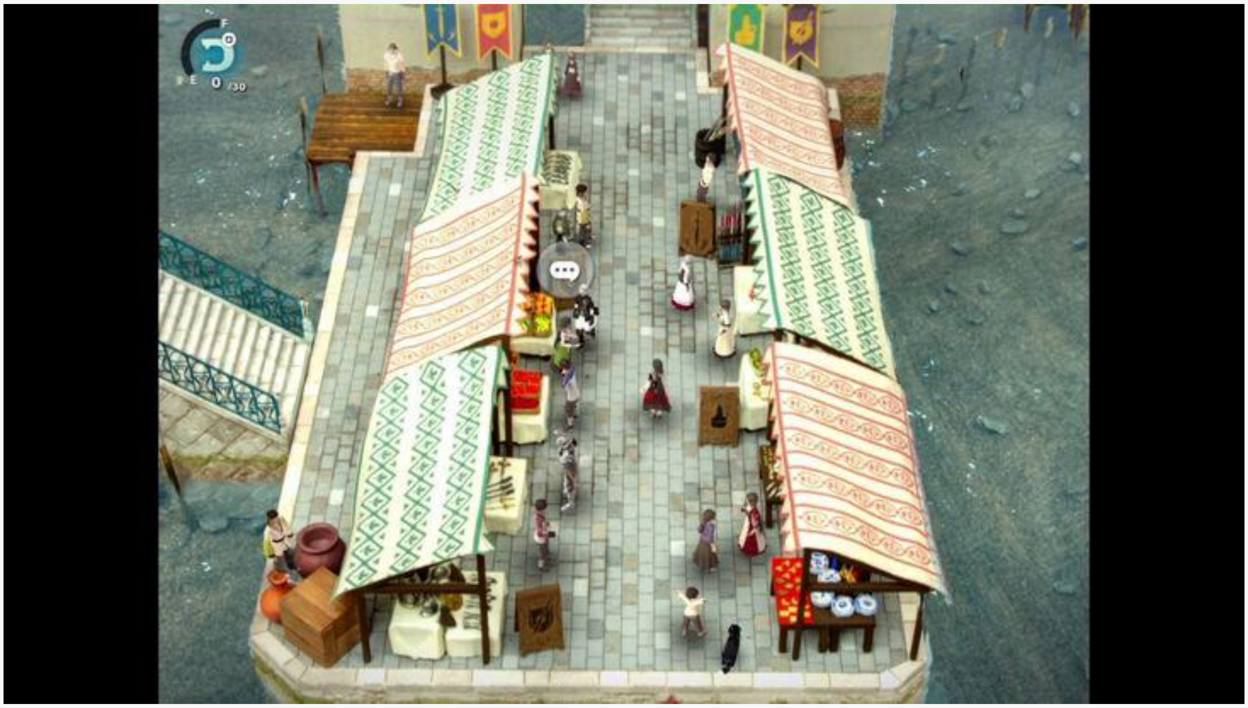
- Knuckles Development



Return back outside and enter the house to the north. Open the chest here for a **Snow Quartz** and the little table with the owl for a **Pick-Me-Up Flower**. With all this explored, let's go visit the City Hall. Return to the main area of the city and go right from the save point to trigger a little scene with the guards. They won't let us pass. Ok, now go up the large staircase next to the save point. In here speak to the Mayor (man with the greeen suit). He'll give us a permit to access East Vence.

Before we leave, check the left side of the room to find a sparkle with **Antidote**. Go up the staircase on the right to find 2 chests on top, containing **Rock Hammer x3** and **4000G**. Check the seats in the center to find some **Glue**. Do note that you need an Iron Key to open one of the chests.

Head back outside and talk to the guards right of the save point. They'll let us pass now that we have the pass. Before we go, however, let's go talk to the woman to see about the gondolas. Head back to West Vence and go to the market area. Speak to the woman with the brown and green dress/apron on the left and a little scene will play.



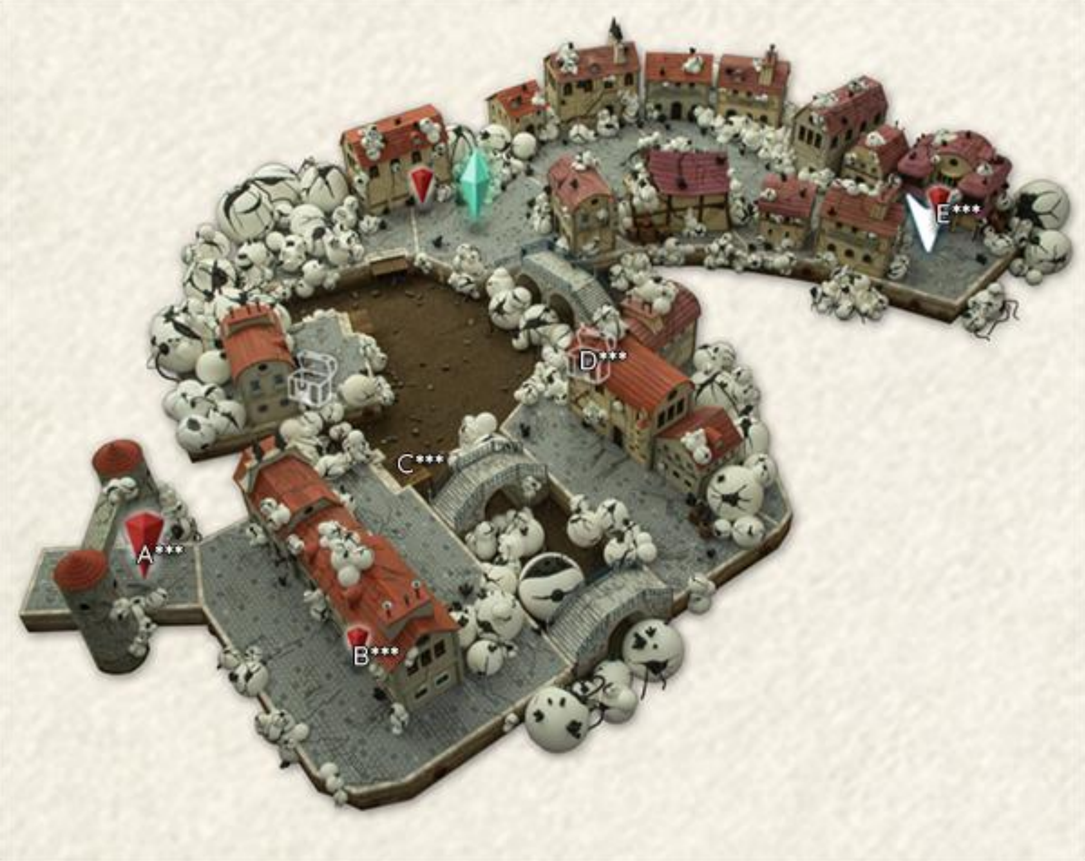
She'll tell you that all her gondolas are in East Vence (where we're going). She'll lend them to us if we can get to them and she'll even give us the key to her house to grab them. Return to the main area of Vence and go east now to **East Vence**.

East Vence

My lv.	11

ENEMIES		
NAME	HP	WEAKNESSESS
Mecha Zoragon	1940	Holy
Mecharachnid	1270	Holy
Mecha Wolzas	850	Holy
Mecha Jellyfish	1380	Holy
Key Orbling	1700	None

NOTE: Similar to the Southern Forest near En, you can find a **Key Orbling** here as well. This one, however, has those Mechteria Keys you need to open the white chests. If you remember correctly, we've found one of them in En near the lighthouse and 3 in Uzra. If you want/can, farm them, as many as you want.

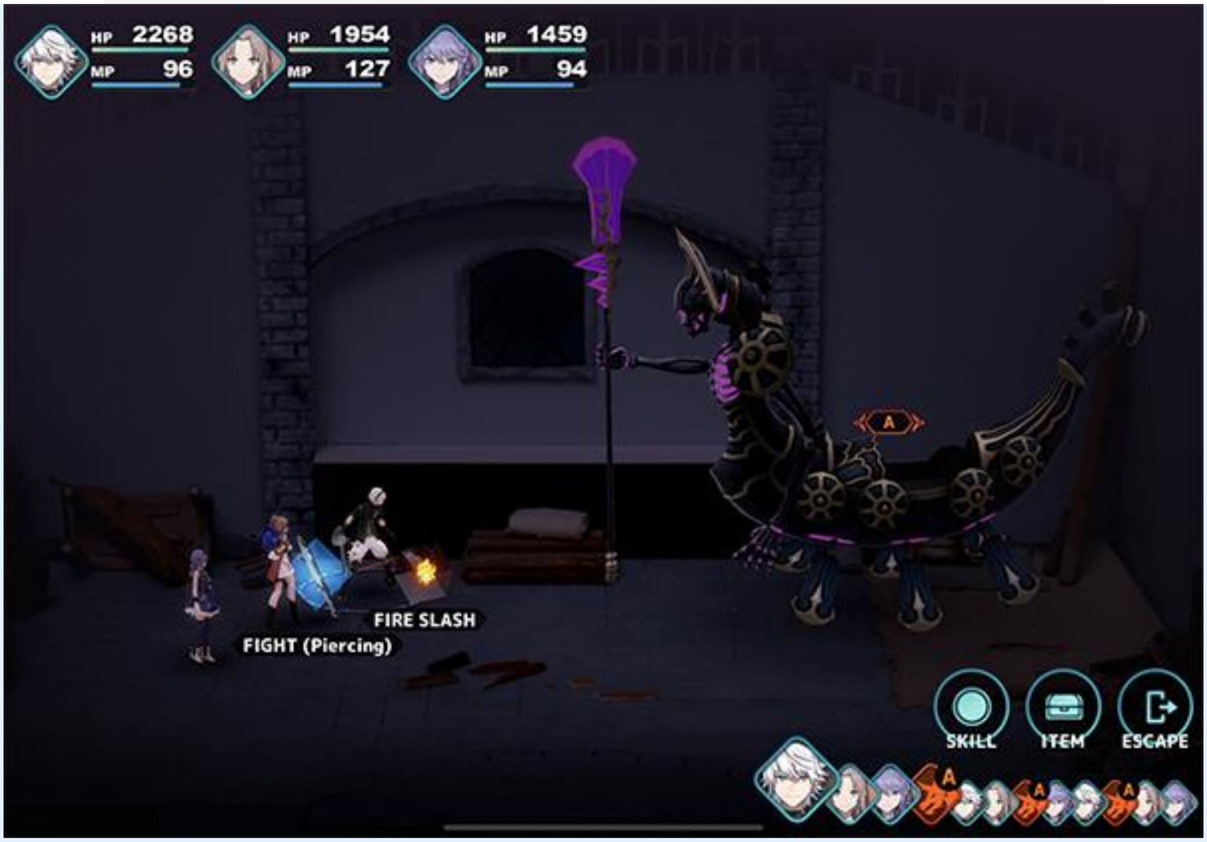


This place is fun of those white blobs that look disgusting! Enter the very first house you come across and this will be the house of the gondola woman. Inside the house check the gondolas in the upper right corner to trigger a fight!

GONDOLAN

NAME	HP	🗡	🛡
Gondolan	7250	111	91

REWARDS	
EXP: 450	G: 3300



Ok, this is more of a mini-boss than an actual boss, but let's take it as one!

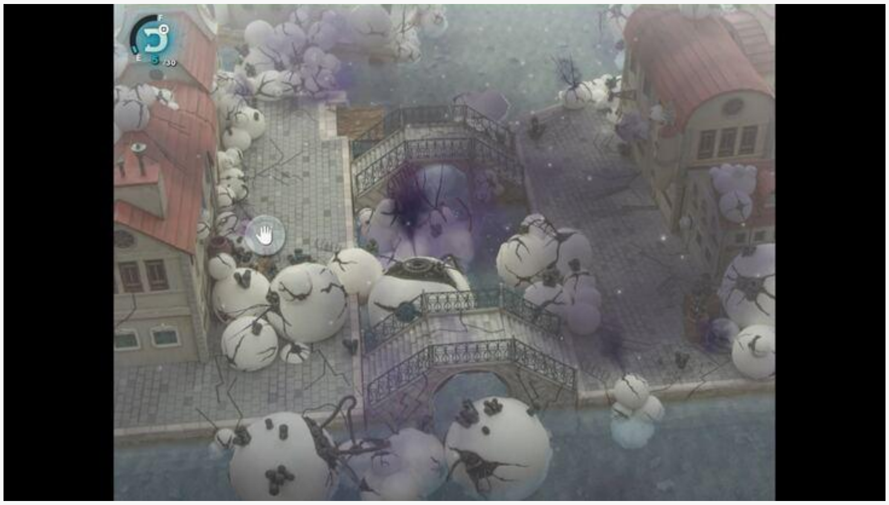
The Gondolan is a rather cool-looking enemy that looks like a centaur, but instead, it's like half humanesque and half gondola. Sounds weird, but really works. He's weak to **Holy**, but he's weak to magic overall.

Gondolan doesn't really have many attacks. Besides his regular attack, his most dangerous attack is Wipe Out, which can hit your party pretty hard! Make sure to have your HP above 800 at all times because if you don't this attack can easily wipe you out! Besides that, Gondolan will often cast **Barrier**. This protects him from any 5 hits you throw at him. For this, you'll want to use Leo's **Samidare** skill. This skill hits the same enemy 4 times in a row, and each of these hits count as a hit for the barrier, so a single use of Samidare and another attack will break this barrier.

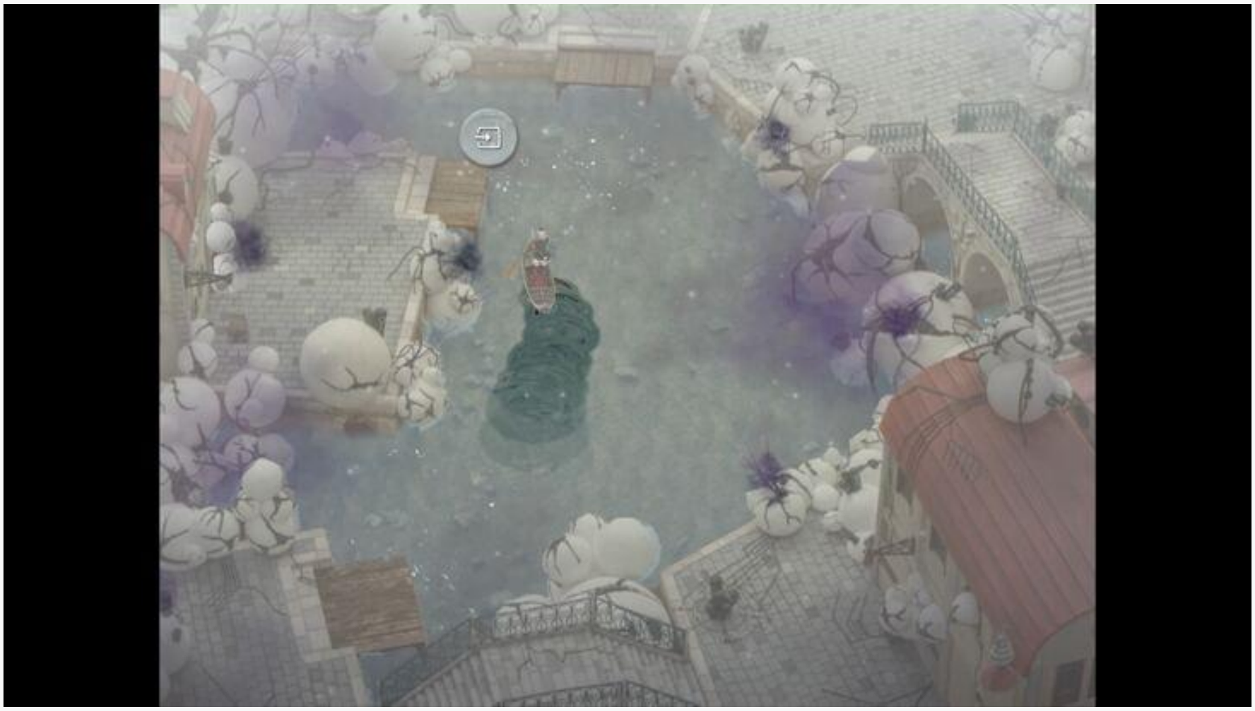
Besides that, there's not much going on in the fight. Spam Holy, Ice, and Samidare on Gondolan to do tons of damage while making sure your HP is above 800 to survive his Wipe Out attack. After this attack, take a turn to heal up before continuing, JUST in case he decides to use it again. His other attacks do around the same damage but they're really not much to worry about.

- **Attack**: hits one character for around 350-400 damage.
- **Wipe Out**: hits all characters for 650-700 damage.
- **Dark**: cast Dark on a party member for around 450 damage.
- **Barrier**: creates a barrier that lasts for 5 hits and it protects him from all damage.

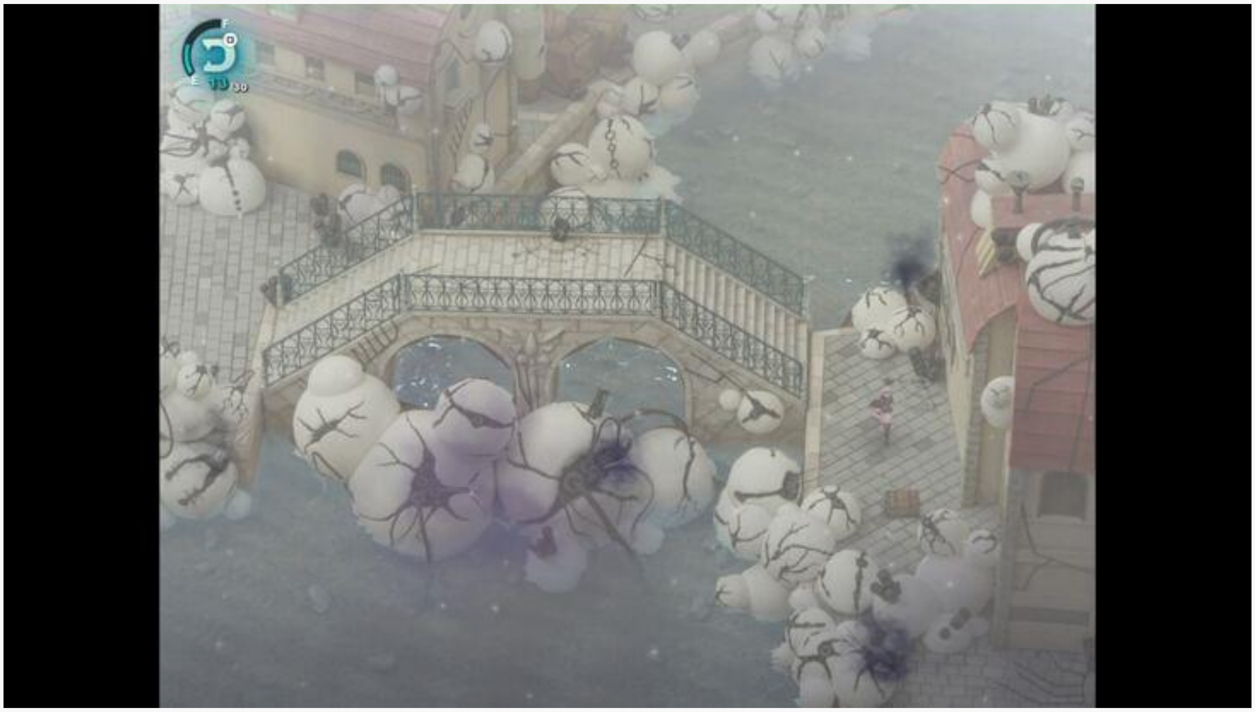
Watch the scene after the fight and we'll get the **Gondola**. Now grab **Ether S x2** from the chest and **Potion L x2** from the lower-left sparkle and leave the house. Start following the path, cross the bridge and check the lower right corner for a sparkle with **Mechteria Core**. Cross the bridge to the left now and open the chest to the south for a **Garnet M**.



Head north now to trigger a little scene. Afterwards we'll be able to ride the gondola! There are 2 more piers. Dock at the one on the left and open the chest here for an **Elixir** (you need an Iron Key). There's also a sparkle in the upper left corner with a **Potion S**.



Get on the boat and dock on the northern side to find a house and a save point. Head inside the house first to find a sparkle with a **Potion L**, then go to the save point. Don't save yet. Go southeast across the bridge (there's a sparkle BEFORE the bridge with **500G**) and open up the chest for a **Snow Quartz**.



Return to the save point now, heal up, save your game, and prepare yourself. Move forward to trigger a little scene and a boss fight! An actual boss fight!

MECHTERIA BLOB

NAME	HP	🗡	🛡
Mechteria Blob	10380	170	112

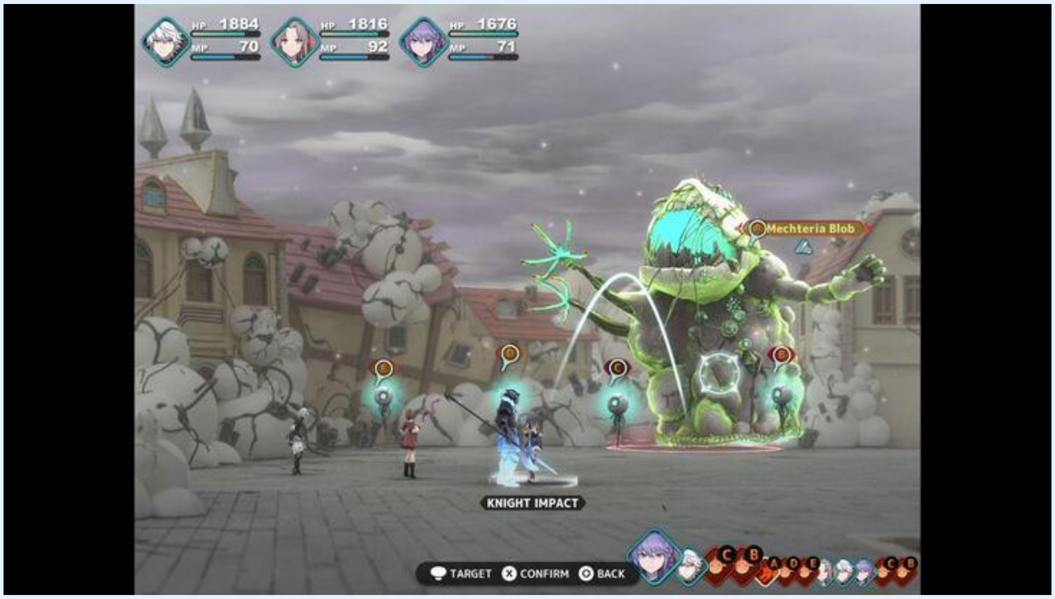
REWARDS	
EXP: 667	G: 4840

This thing is wild! It's a giant blob made out of Mechteria. The boss, similar to the Sandsea Serpent, comes with his little minions (4 Mecha Jellyfish) and these guys will continue to respawn as you kill them.

These Mecha Jellyfish don't really do much besides perform regular attacks (which deal around 120 each), but they can also increase the Elemental RES of the boss (for Fire and Holy). While this is up, it makes Leo's Fire Slash and Kina's Holy not as useful. After you analyze the boss, steal that Elixir from him and have Leo spam Samidare on the boss while using First Aid whenever you need to. On the other hand, if you want to kill these little Mecha Jellyfishes, use Slash or Fire Slash when he doesn't have Fire RES Up to lower the threat. They can also increase the boss' ATK, which makes him even more dangerous.

Kina will be the one focused on healing since her Holy will be pretty useless a lot of the time in this fight. The boss also does tons of damage with all of his attacks so you'll have Kina healing 24/7 pretty much. Cheryl has a special job during this fight. To begin with, her Ice is extremely good. If you still have her Silver Ice Ring equipped then your Ice spell will do tons of damage. You can also use Knight Impact.

Although the game doesn't tell you until late in the fight, the boss has a weak point in its mouth. You cannot aim at the mouth directly, but if you stop and see the boss' idle animation, you'll see that this guy raises his mouth. You need to use Cheryl's Knight Impact when the mouth is pointing up and his right hands are open to deal massive damage (over 1000).



You'll want Cheryl to do NOTHING but use Knight Impact like this. Dealing over 1000 damage per turn is amazing. Do note that the boss' most powerful attack does around 900 damage to everybody, which is quite strong, but remember that the little Mecha Jellyfish can buff his ATK and, if they do, this attack can do a whopping 1300+ damage to EACH character. Keep your HP up at all time, which is the reason why we want Kina on healing duty 24/7. This attack can easily one shot Cheryl if she doesn't have a Pearl equipped so make sure she does, as well as have the best armor you can get her. Another bad attack is Foul Breath, which hits for around the same as Ground Break, but only to one character. It also petrifies your character so use a Rock Hammer item (you got like 10 in Vence) to remove it ASAP.

- **Attack**: hits for around 700-800 to one character.
- **Divide**: summons a full stack of Mecha Jellyfish.
- **Ground Break**: a very powerful attack that can deal up to 1300 damage.
- **Foul Braeth**: a horrible attack that hits one character for around the same as Ground Break, but it also petrifies your character.

We'll regain control in front of the fountain. Go back to heal and save your game if you want and continue following this path until a scene plays. We'll find the Toy Box and regain control. Head inside to reach the next area.

Midi Toy Box

My lv.	13

ENEMIES		
NAME	HP	WEAKNESSESS
Fire Puppet	970	Ice
Lightning Puppet	970	Earth
Ice Puppet	970	Fire
Bomb	920	None
Millethereal	1380	Ice

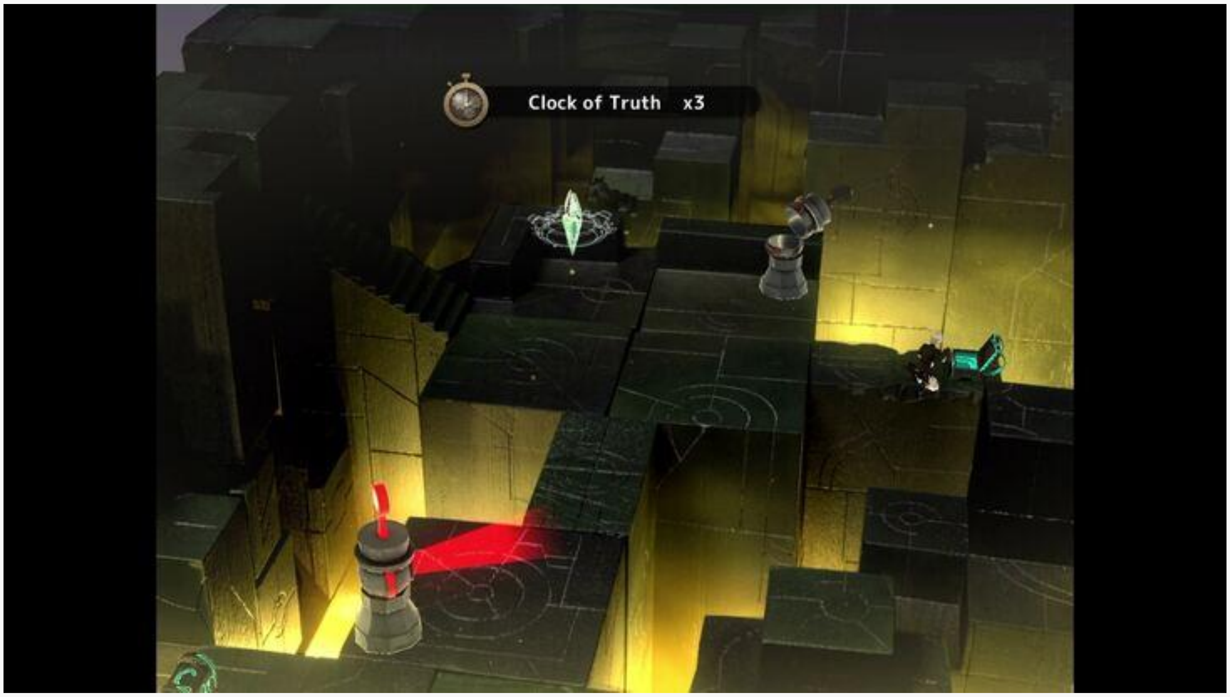
Watch the scene as we enter the the group will split to clean up the room. When you regain control, check the golden pot in the upper right corner for a **Poison Apple**, open up the chests in here to get **Research Lens x10** and **2500G**. Check the sparkle on the left side of the room to find an **Opal S**. You can also check the bookcase in the northwestern corner (next to Kina) to find a **Mechteria Key**. Those will always be welcome!

Check the desk with the blue chair to trigger a scene. This is a very interesting one. After the scene, speak to Kina to trigger another scene where we get a visitor. This one is fantastic and had me laughing real hard. During the scene, Cheryl will discover an entrance. Head inside and we'll have... a dungeon in the basement? Hell, why not!

Midi Toy Box - Basement
ミディ・トイボックスの地下空間

During the scene, we'll be tossed into a random enemy encounter. These little guys are **Fire Puppets** and are weak to Ice so Cheryl will have a blast against them. Note that throughout the dungeon you'll find different kinds of these puppets, of different elements of course.

Once we regain control save and heal at the save point if you need it, then head east and open up the black chest for **Clock of Truth x3**. These chests look like the ones in the Factory at the beginning of the game, remember?



Head south now but be careful of that sentry spinning around. If you touch the light you'll trigger a fight. Touch it if you want to fight (I did for all of them) or avoid it. Open the chest past it for a **Frostbird Belt**. This is a great upgrade to your DEF. Personally I gave it to Cheryl because she's the party member with the lowest DEF, followed by Kina. Also it allows you to resist fire. I don't know if Cheryl takes more fire damage since she uses Ice, but you can never be too safe, right? Also notice that she already has the Mysterious Tiara equipped, which also increases her Ice attack. This and the Silver Ice Ring make her Ice spells devastating, even if the enemy isn't weak to ice.

Continue going east and you'll trigger a scene as soon as you reach the colored buttons. Leo says it's the red button that opens the door, which prompts a random encounter. It seems it was the blue! Up ahead is another door, and again Leo says it's read, prompting yet another fight. Oh Leo, you and your memory.

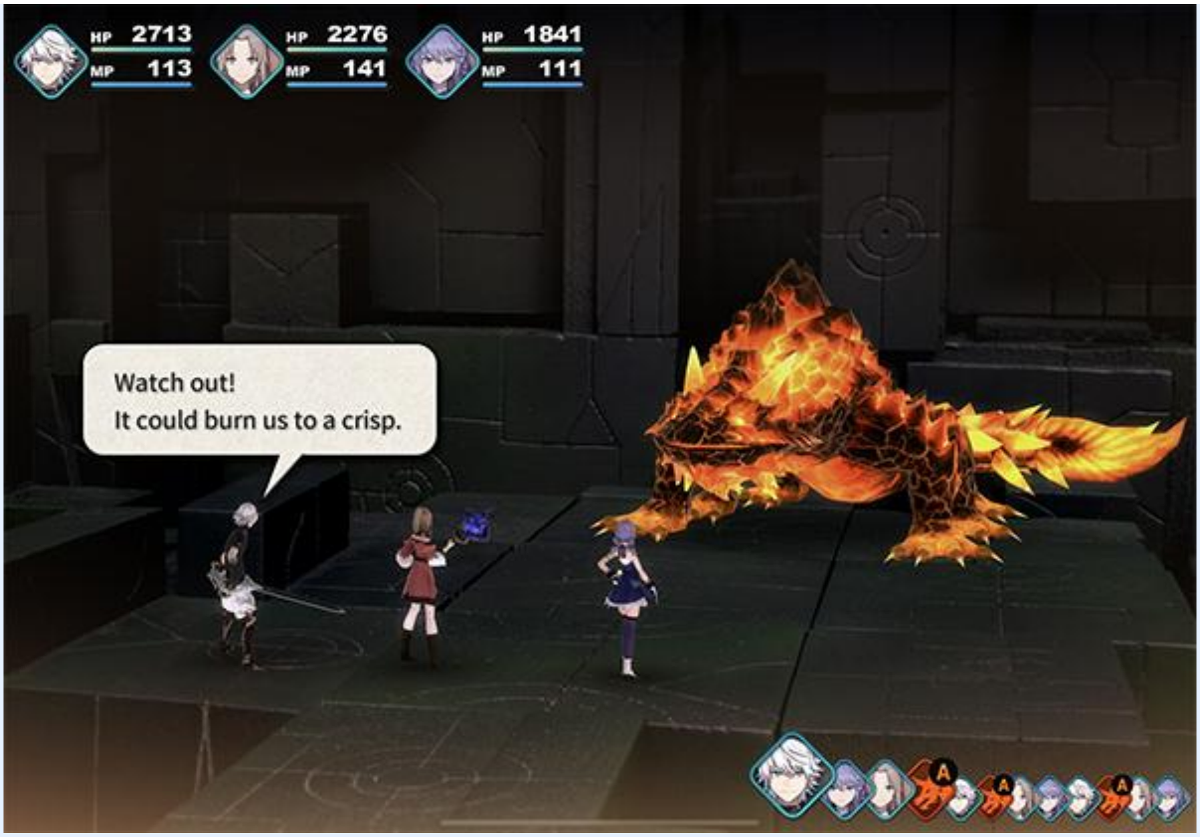
Up ahead we have a third pair of colored consoles, as well as a chest in the upper left corner with **Elixir**. Fight or evade the laser. Return to the colored consoles and you'll be asked which one to press. I first pressed the **RED** one because it just seem fit that they would change it... and they didn't. Red triggers another fight! If you actually press the blue console the wall will lower without a fight. Pick whichever one you want. The scene after is SLIGHTLY different, but mostly the same! Go down the stairs to the next area.

This area is simple. Simply wait for the 3 sentries to start facing right so you can run across, unless you want to fight of course. Heal up and save your game at the save point. Once you're ready, read up the strategy below so you can prepare because this is a tough fight.

SALAMANDER

NAME	HP	🗡	🛡
Salamander	20000	182	120
Tail	4000	---	---

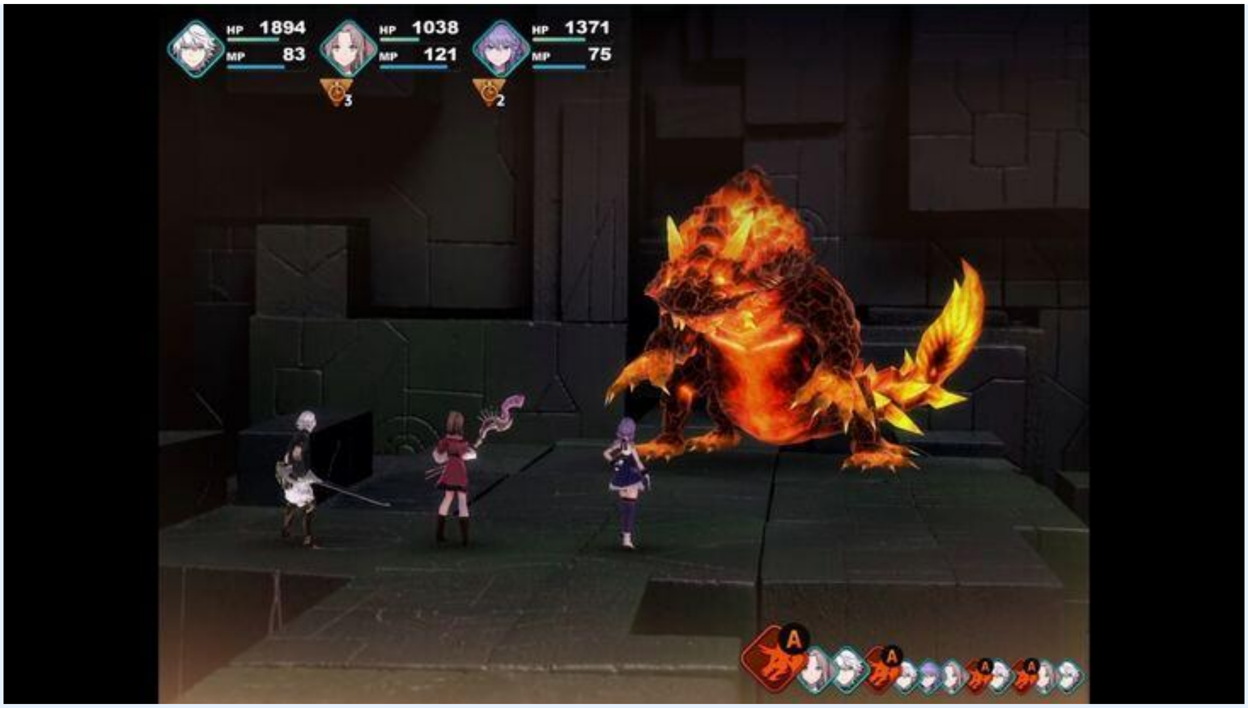
REWARDS	
EXP: 780	G: 5720



Ok, this is probably the toughest fight we've had so far! What makes this guy so difficult it the amount of HP he has, as well as the sheer strength in his attacks. Being that this is a Fire Salamander, you can expect a ton of fire attacks coming from him. To begin with, the Salamander is standing on his 4 feet and has a tail. The tail has its own HP pool (4000) and it's your priority as you start the fight.

Use attacks like Holy and Ice Strike to target the tail and destroy it. Sadly you cannot attack it with Leo so he'll have to be your support/healer in the meantime. If he's going to attack, have him use **Helm Bash** to lower Salamander's DEF. One of the reasons why you want to destroy this tail is because of the attack he'll perform with it called **Tail Slash**. This attack can and will do over 1000 damage so you better have Leo working overtime and keeping your HP up. If need be, have Kina help out with the healing.

During the fight, there will be a **Mode Change**, as it's been in a couple other boss fights. During this mode Salamander will stand up on its back feet.



While standing up, similar to the blob boss we just fought, he'll reveal his weak spot, his belly. Attack him while standing up to deal TONS of damage. Samidare and Holy deal great damage, but it Cheryl's Ice Strike the skill that will deal the most damage. I got to do 2584 damage with just one attack. Granted it was a critical, but I was still doing tons of damage nonetheless.

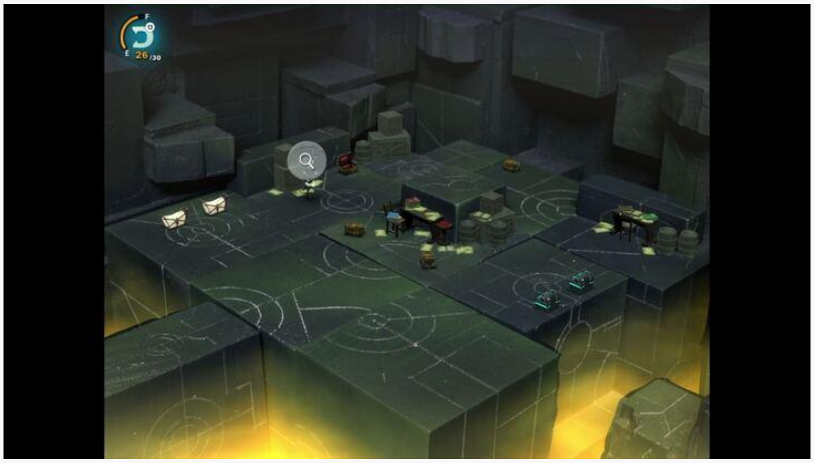
While standing up, he'll start using mostly attacks like **Fire**, but you'll want to be careful because after a couple of turns, he'll go back to the ground and perform **Ground Flare**, an extremely powerful fire attack that deals around 1600 damage to all characters. Yes, **1600+** to every cahracter. This is his most dangerous attack and you want to make sure you're at max health before he pulls off this attack. You can equip those Garnet Jewels you can buy from the vendor in West Vence. These help you lower fire damage by around 300-400 so it's a bit help! I only had one character equipped with it but they're still really good. The next turn after Ground Flare he'll do nothing.

This is another reason why you want to get rid of his tail, having 2 very powerful attacks that target the entire party is not good at all. Right after the Ground Flare, make sure to heal up ASAP, using Leo and Kina's healing skills. Even have Cheryl use one of those Potion L we've found throughout the dungeons to help them out.

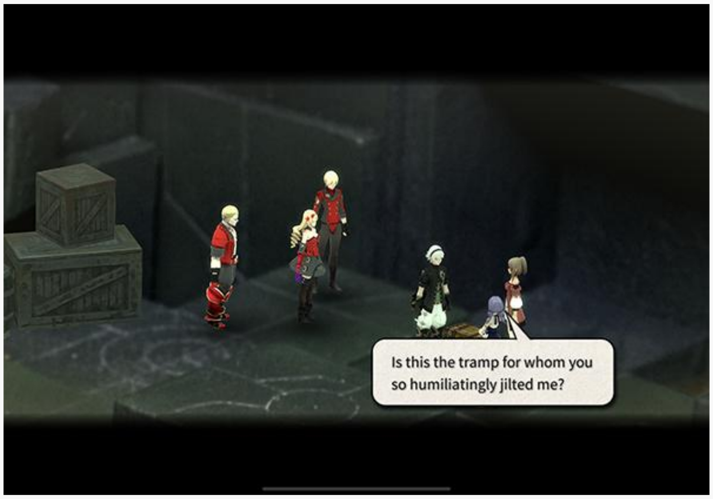
After that he'll repeat this: attack a couple of times while on the ground, stand up for a couple of turns, perform his Ground Flare and wait the turn after. Rinse and repeat. They give you enough time to heal up after Ground Flare so make sure to heal up fully right after, as well as go all out when he's standing up to deal massive damage.

- **Mucus**: hits one character for around 700 damage and inflicts slow.
- **Tail Slash**: hits all 3 party members for a little over 1000 damage.
- **Fire**: fire attack that deals around 1000 damage to one character.
- **Ground Flare**: strong fire attack that deals around 1600 damage to all characters.

After the fight head inside the door in the back to reach the secret room. Watch the scene that plays out and once we regain control you'll see there are tons of chests in this room, 8 of them total to be exact. We cannot open them all though! Start by checking the desk in the upper right corner for a little scene. Afterwards check the lone chest next to it and it'll as you for a code. Neither 9999 nor 4444 are the right answer so ignore it for now. The chest on the left, however, has **Remedy x2** so open it up and read the papers under the boxes next to it.



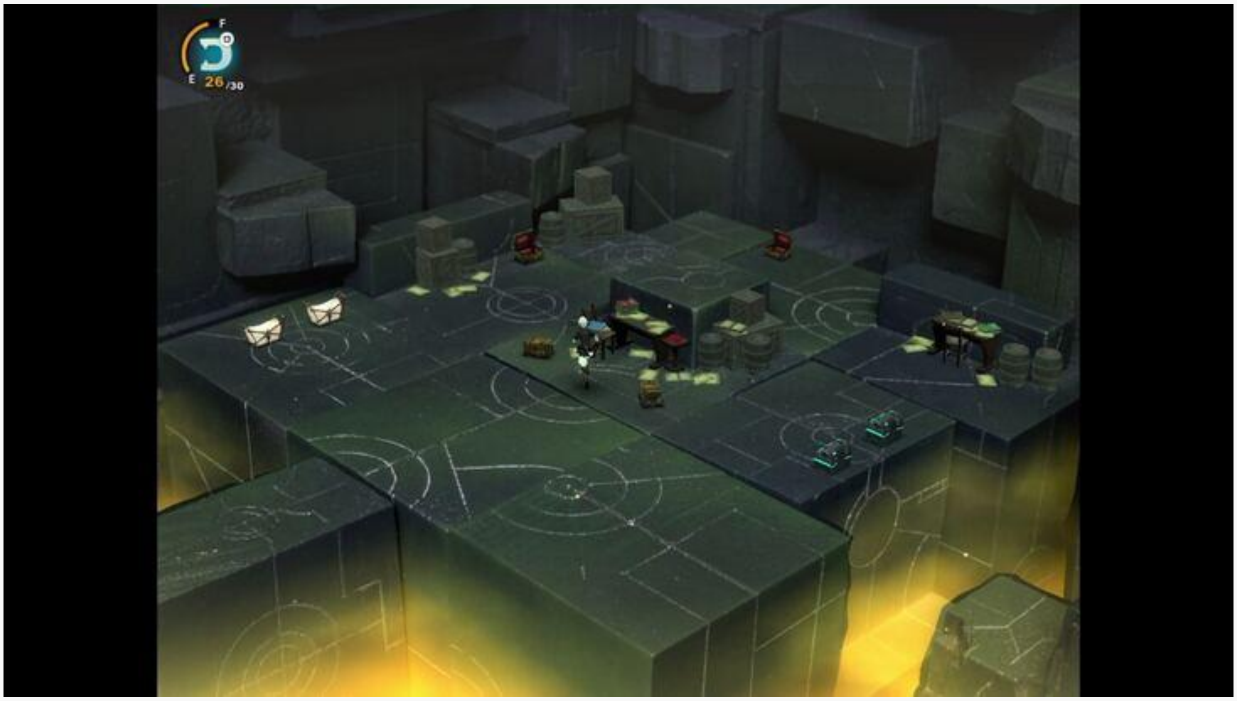
Another little scene takes place. Afterwards check out the desk in the middle. It says: "Passcode: Date date!". It seems it's October 14th according to Cheryl. You can also check out the boxes and papers next to this desk to find a bump on the floor. This is like the lever we found in the toy box in En, no matter if we press it or not, nothing happens. We'll be coming back later. Go to the upper chest again and try out the date date Cheryl gave you: October 14th... or 1014... it's not! I love Cheryl calling Leo brute haha! During the scene, some familiar faces will appear out of nowhere: the **Cinderella Tri-Stars**.



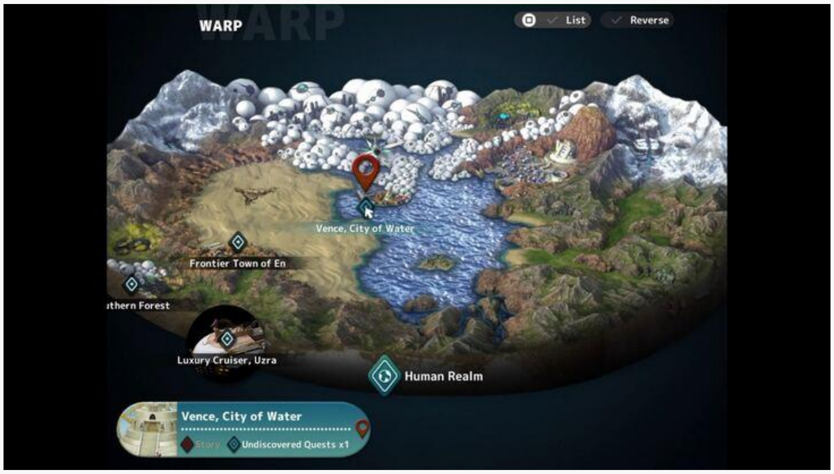
Is this the tramp for whom you so humiliatingly jilted me?

Remember these guys? Yep, they're back. We are to fight them once again. This fight is practically the same as before only that the two in the back will be focusing on Cheryl. Make sure to keep her healthy at all times. I recommend you have Cheryl and Kina to use Holy and Ice to hit both Morrigan and Folt in the back. Leo should have Helm Bash. You can use this attack to actually damage Dotty and his guard. The damage you do is minimal so it's not really worth the MP you use. Instead have him focus on healing Cheryl and keeping her alive. Once Dotty stops guarding, use Samidare to deal tons of damage. Not a hard fight at all, especially after the Salamander.

Watch the scenes after the fight and we'll get **Cinderella Badge II**. It also seems they're going to wait for us in the capital. Oh noes. After that check the upper right desk to read a little bit more about the note. Once you do head to the papers on the floor on the left side (where the boxes and barrels are) and you'll read another note. Once you do, finally head to the locked chest and you'll have 2 new options. Pick **1105** to finally open up the chest! It's empty! Leo presses a button inside and this in turn opens up the 2 chests near the center.



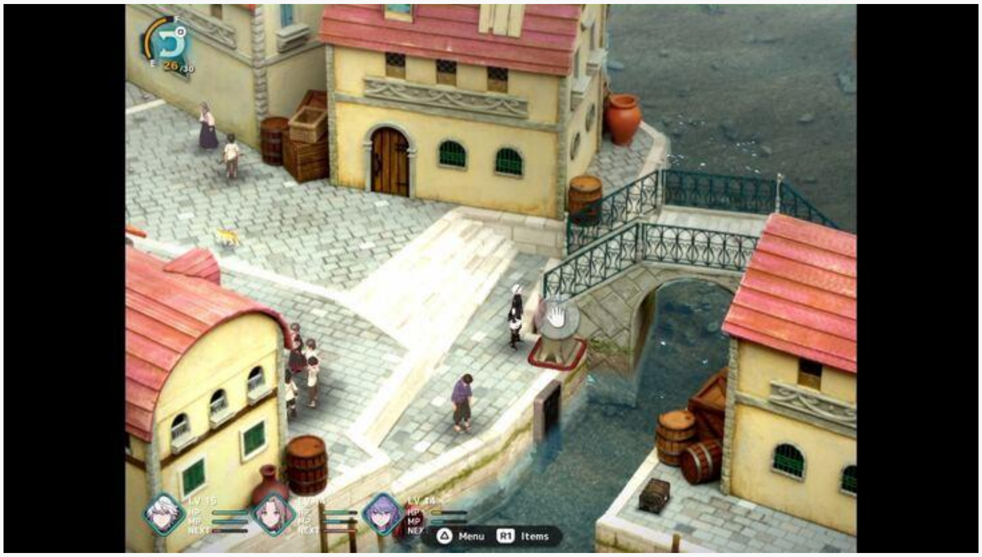
Open them up to find the **Warp Device** and a **Crystal Ball**. As soon as you open up the chest with the Crystal Ball a scene with the captain will play. Once the scene is over, go ahead and check out the empty chest to find a little note. As you read it you'll figure out how to activate the Warp Device, and do so. And congrats! We can finally warp to any place we've been to! This is a fantastic way to get around! You simply select the place from the world map, then select the exact place in the area and you'll be teleported there! So awesome!


WARP
List
Reverse
Vence, City of Water
Frontier Town of En
thern Forest
Luxury Cruiser, Uzra
Human Realm
Vence, City of Water
Story
Undiscovered Quests x1

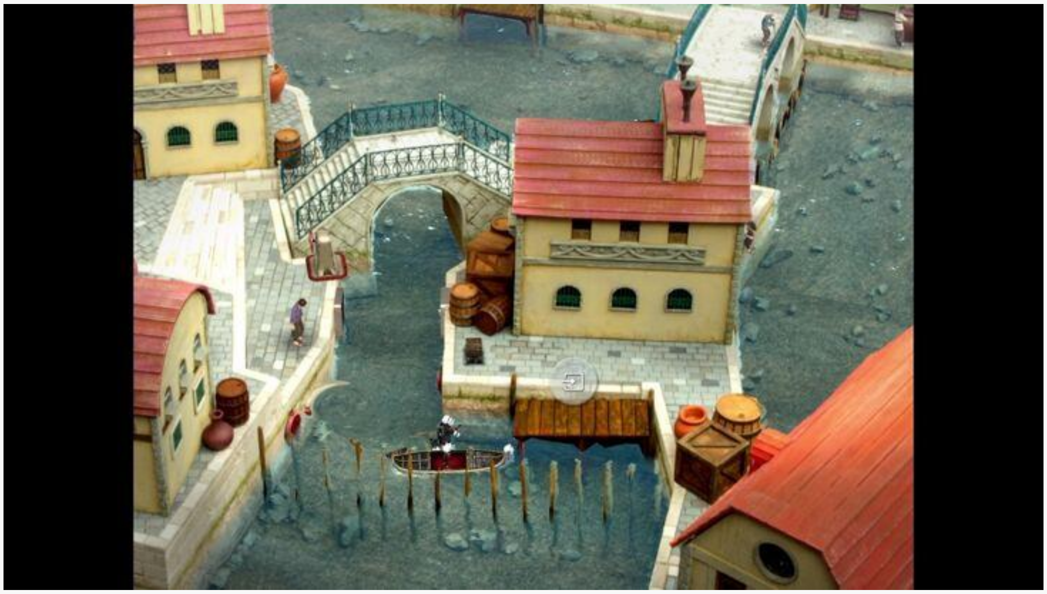
To continue with the story we need to head back to the tavern/restaurant in En. Before we do, however, let's go around using our new gondola and new Mechteria Keys we got.

Moving On

Warp to **West Vence - Marketplace** and before you ride your gondola (which is automatically at the little pier on the left), go west across the 2 bridges and spin the wheel to open up the canal.

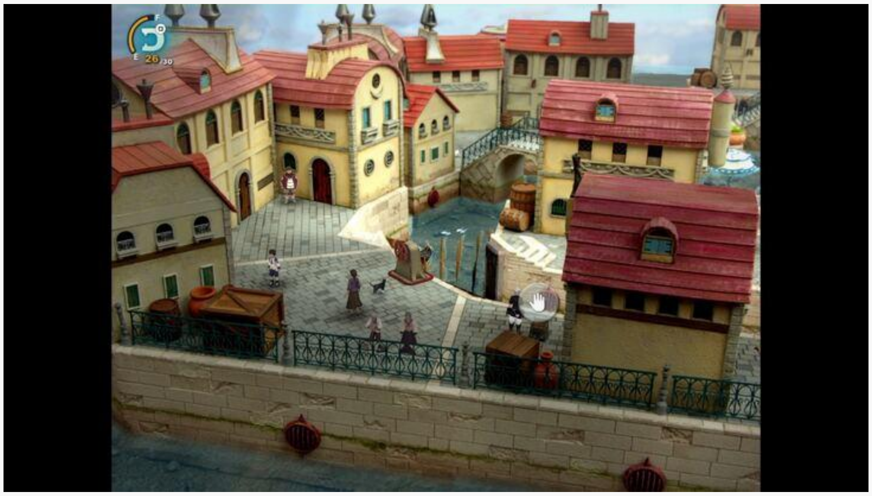


Once you do head back and get on your gondola. Go west under the bridge and through the gate you just opened to find another pier where you can dock and open up the chest that has a **Remedy**. You need an Iron Key to open it up.



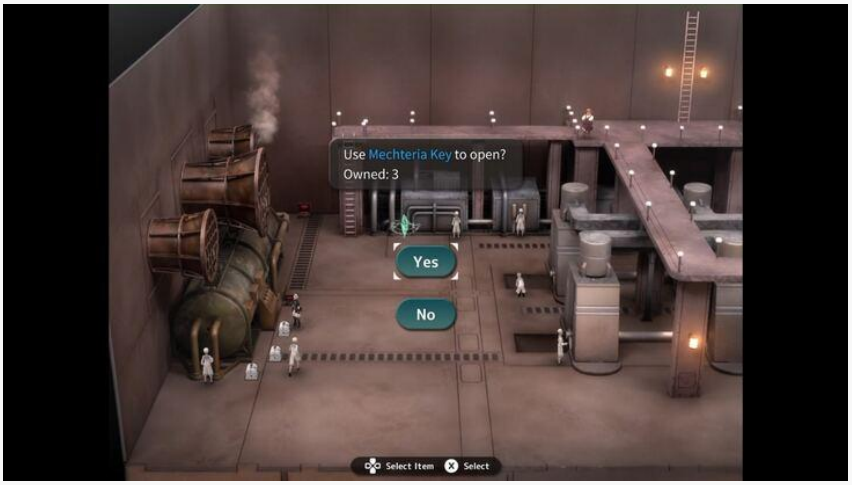
Return and go north now to have the camera change. Go down (which is east on the mini-map) and you'll reach another pier. Land here and open up the locked chest (Iron Key required) for an **Elixir**. Go inside the house find tons of dogs! Open up the chest on the left for **Earth Fragment x10**and the one on the right for **Emerald M**. There's also a sparkle on the right (sink) to find a **Potion L**.

Return to your gondola, head back west towards the main part of the canal and head north now. Ignore the pier and cross under the bridge to find a second pier. Get off here to find 2 houses. Before you enter either one of these houses go south to find a chest with **Ice Fragment x10**.



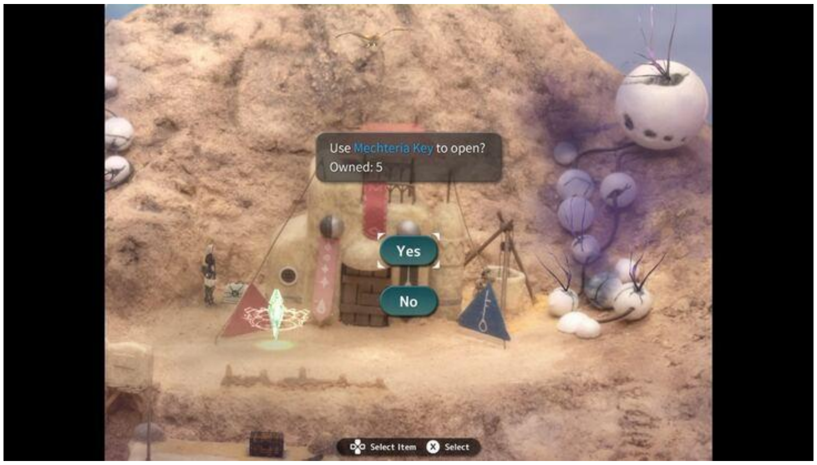
Enter the upper house now and in here you'll find another locked chest. Open it (you need an Iron Key) to find **Potion L x3**. Check out the counter next to the woman as well to find **Earth Fragment x5**. Head back outside and enter the house on the left. In here check the wardrobe in the upper left for a **Remedy**, and the chest for **3000G**. Head back outside and feel free to spin the wheel to close the water gate. You can use this to cross to the other side and also drain the water from the canal ahead. We cannot do anything with it yet so you don't need to do anything.

This is it for Vence. Warp now to the Uzra's **Engine Room - Entrance**, go west and down the ladder. Remember these 3 white chests we couldn't open before? Yep, I hope you grabbed some of those Mechteria Keys because we're going to be using them here! Open the 3 chests to get **Staff of Life**, **Ruby M**, and **Bloody Sword**. Equip both the staff and sword. Do note that the staff actually heals instead of actually dealing damage, making Kina a healing powerhouse.



Use Mechteria Key to open?
Owned: 3

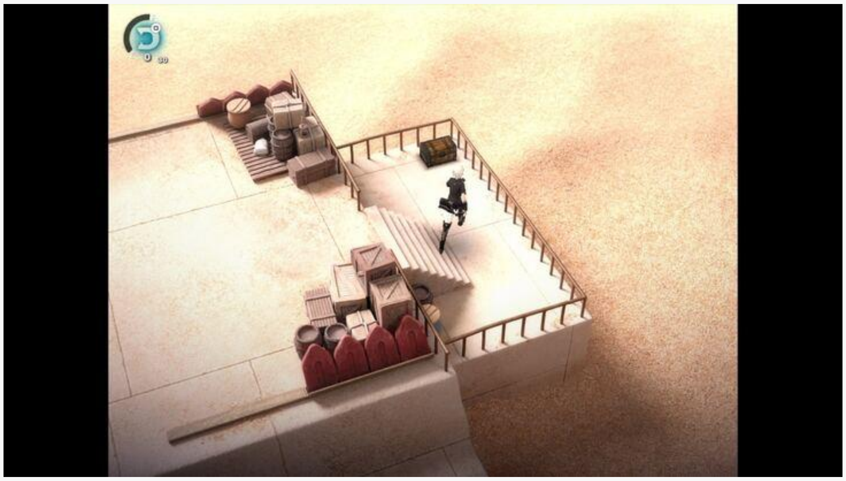
And with that warp back to En and head to the tavern/restaurant to trigger a little scene with the man behind the counter. He tells us that Owen came by to have a drink and was going somewhere. We read the letter he left so watch the scene and now we need to go to an **ancient hill**. It seems Owen went there. Also, the mess that was in front of the exit at the harbor has been cleared up so we can now leave En via the harbor.



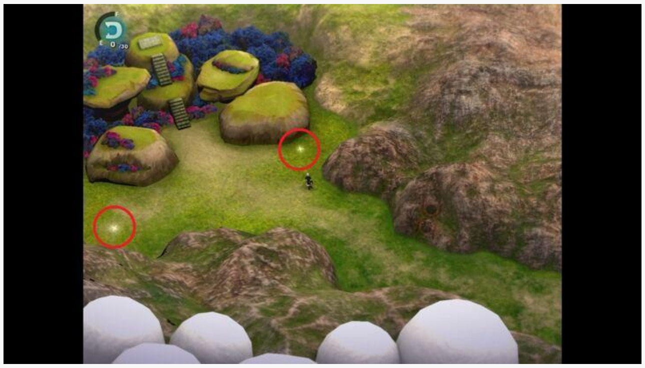
Use Mechteria Key to open?
Owned: 5

Before we leave En, however, head to the weapon/armor shop. We've got a new ring for Cheryl. This is a ring I recommend you buy, especially if you've still been using the Silver Ring. There's also a Mithril Guard, which is a new piece of armor. Go ahead and buy one for all 3 characters. Not needed but highly recommended. We now have new weapons for all 3 characters, as well as new armor. Once you've done this, warp to Owen's place in En's Old District and you'll have another white chest next to his house. Open it up (use a Mechteria Key you get from East Vence) to get **Amber M**. You can also go inside the house but there's nothing inside.

Now head back the En's Harbor and before you leave, head to the end of the pier where the Uzra once was and you'll be able to find a chest at the very end with **Phoenix Feather**.



Now go ahead and leave the harbor through the newly opened area. Not much is going on out here. Simply follow the path and you'll eventually reach your destination. **BEFORE** you enter, check the sparkles on each side of the area to find **Pick-Me-Up Flower x5** and **Ether L**.

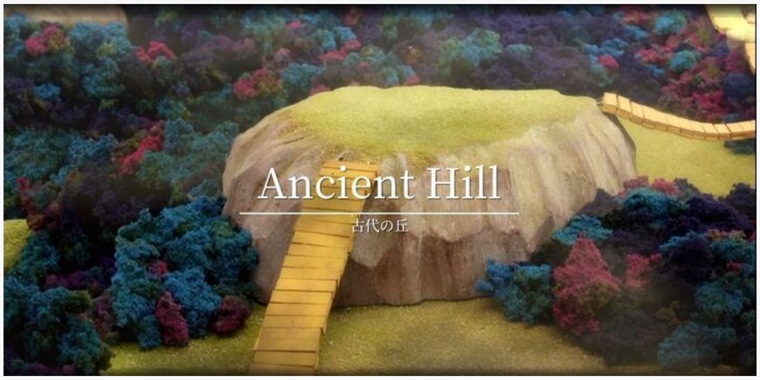


Once ready, enter your destination, the **Ancient Hill**.

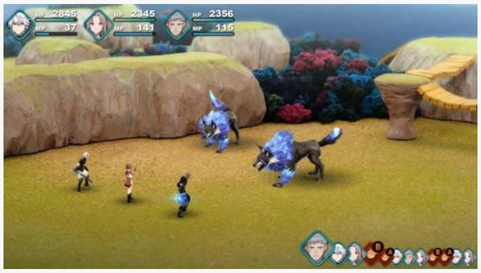
Ancient Hill

My lv.	16

ENEMIES		
NAME	HP	WEAKNESSESS
Fire Squeaker	920	Ice
Ice Squeaker	920	Fire
Fire Slime	1670	Ice
Ice Slime	1670	Fire
Goblin	1380	None
Goblin Mage	970	None
Goblin Guard	1940	None
Large Wolzas	1760	None
Crimson Bandit Warrior	2340	Everything besides phys.
Crimson Bandit Mage	1170	None
Crimson Bandit Shaman	1760	None

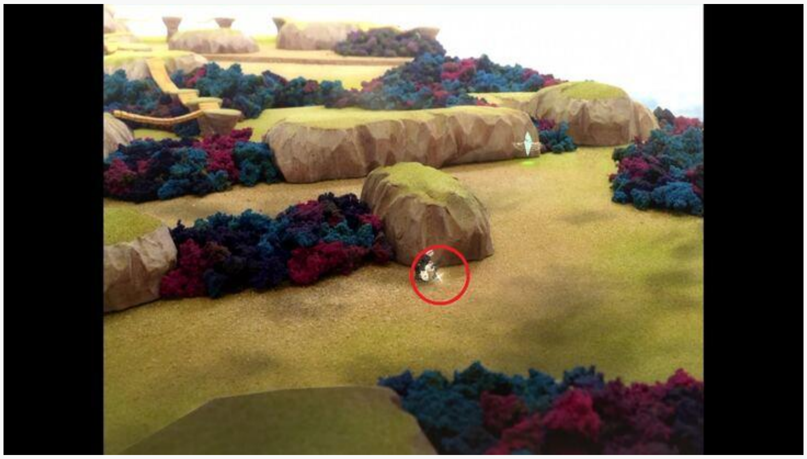


As we enter, you'll see a man right in front of you. Save your game at the save point, heal up, and approach him. He's the guy we met at the harbor before leaving on the Uzra, **Tan**! Remember him? We are going to be fighting several enemies here. Our parties will be different for each fight, having a mix of all 4 of these characters. We start with Leo, Kina, and Tan fighting some Large Wolzas.

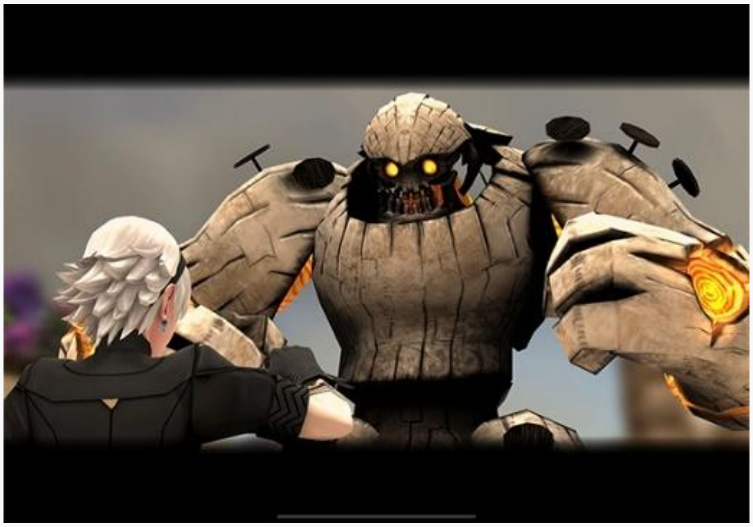


Right as the first fight starts we'll have a little explanation of how Tan works. His skills (or just skill as its one) consumes HP instead of MP when used. It is quite powerful, but be careful. This reminds me of Dark Knights in Final Fantasy. You do use **600 HP** per attack so be warry of that and don't be afraid of using a Potion or two if needed. This is actually the perfect place to have Kina use the staff we just got in the Uzra, the one that heals instead of doing damage. If you're high enough leveled, she'll also have the Regen spell. You can cast this at the beginning of the fight to help you out.

Watch the scenes after the fight and Tan will leave. Return to the save crystal and save/heal up and from here we'll want to go left first. This path is a dead end but you can find a chest with **Heal Stone**, a sparkle right in front of it with **Potion S** and at the very end there'll be another chest, this one with **Small Agate**. This one lowers your HP a bit and increases your MP in return. It's not as good as it seems (at least right now) because it has almost the same effect as a Pearl S. It gives you around 15 more MP and it drops your HP by 500ish.



Return to the beginning and follow the other path. Go up the wooden ramp when you get to it and follow the path until we get to the next area, **Nail Rock Region**. You cannot do anything in this area besides following the wooden bridges. You'll come across a chest on top of a hill that you cannot get just now so we'll have to come back later. Folow the path until you reach the **River** area and a save point. Save your game, heal up, and proceed down the wooden bridges until you get to the ground. You'll see something's near the river. Approach it to see a man on the ground. That's Owen! Talk to him to trigger a scene and right after, a boss fight!



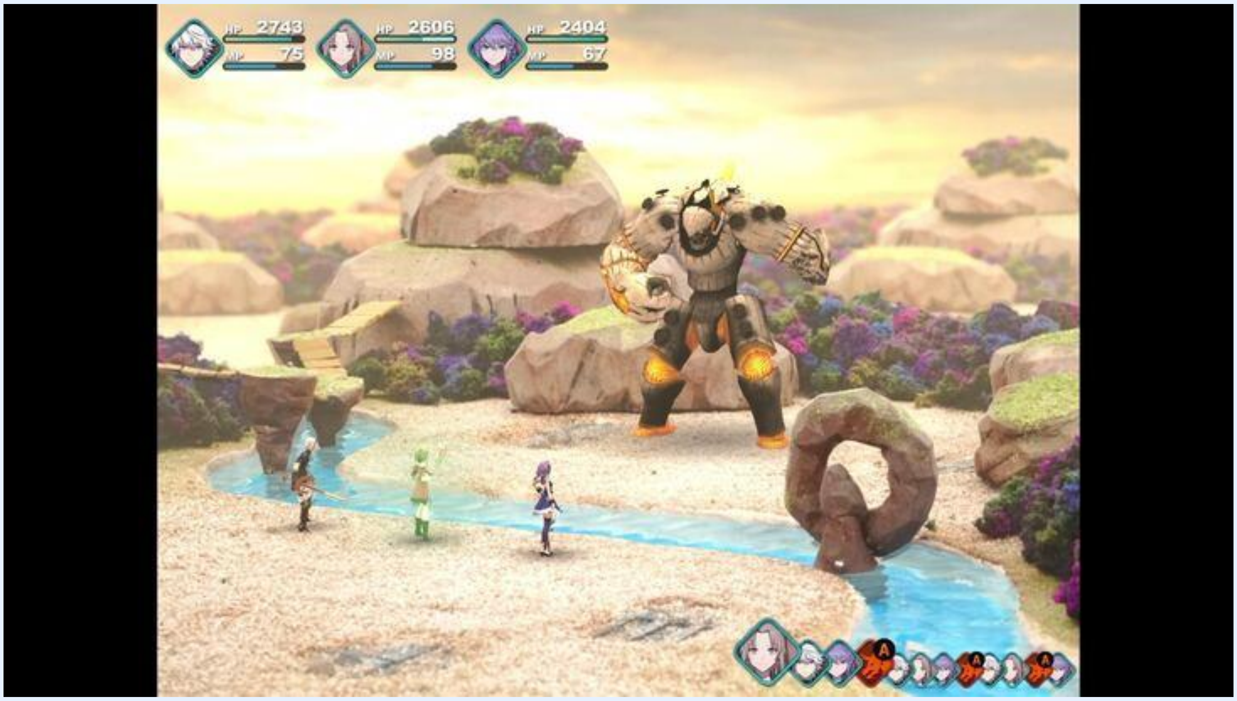
GOLEM

NAME	HP	🗡	🛡
Golem	18000	241	136
Right Arm	4970	---	---
Left Arm	4970	---	---
REWARDS			
EXP: 888	G: 3130		

Ok, Golem is the boss in this area and it's a bit different than other fights. He has no weaknesses and he resists earth, but we have no earth attacks so it doesn't really matter. Similar to the other boss fights, you're fighting one boss with a couple of extremities (the arms), but unlike other fights, the damage you do to the arms is done as well to Golem.

The Golem has some pretty nasty attacks dealing over 1100 each, but his attack **Pummel** will hit depending on how many arms he has: he has his 2 arms he'll hit you twice. Destroy one arm and he'll hit you once. This is a reason why you want to get rid of the arms ASAP. Focus on one arm at a time and all that damage will be deducted from the Golem's 18000. Keep yourself healed with Kina (if you're using her staff then it's great) because those attacks really do pack quite a punch.

The one attack you REALLY want to worry about is **Silvery Ray**. This attack deals a whopping 1700-1800 damage to all party members. Yes, it hits THAT hard! You'll know this attack is coming because he'll cross his arms when he does this (or kind of lean forward). Make sure to heal up fully so you can survive this attack.



After the attack, ignore doing damage and heal up completely. To have an easier time in this fight, you can have Leo use Helm Bash to lower the Golem's DEF so you can do much damage, them spam Samidare and Ice Strike to deal massive damage. After destroying the arms the fight shouldn't last more than a couple of turns.

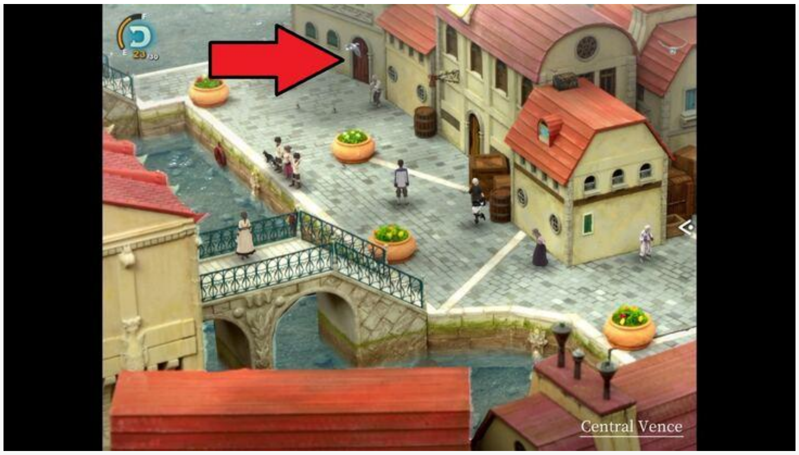
- **Attack**: hits one character for around 1100 damage.
- **Pummel**: hits once with each arm for around 1100-1200.
- **Earth**: casts Earth magic on you, hitting one character for around 1100 damage.
- **Silvery Ray**: hits all party members for around 1700-1800 damage.

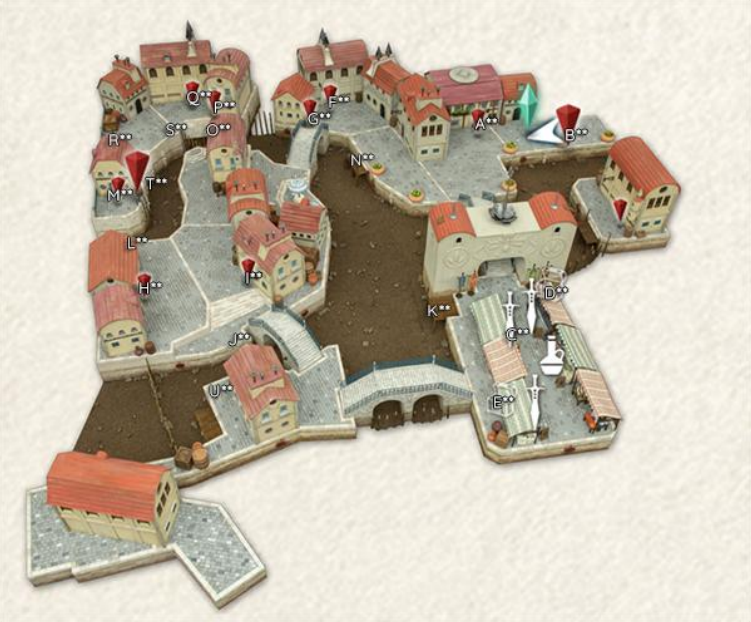
Please, child, understand. When you go, you'll leave light behind in my heart.

Watch the scenes after the fight and we'll be back in Owen's house. It seems our only thing to do now is to go seek the fortune-teller in Vence. You can actually go back to the Ancient Hill if you want (to where you fought the Golem) but there's nothing we can do. There's a large rock blocking the rest of the area and nothing we can do.

Warp back to **Central Vence** and walk around to trigger a little scene. You'll overhear a couple people talking about the fortune-teller being in West Vence. We'll have to go check it out! before we do, however, head to the entrance of the Inn and enter the second house past the Inn. Inside you can find a man that has a sidequest for you!

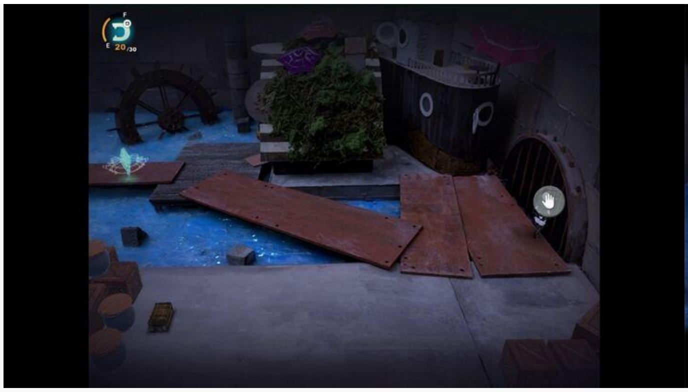
- Researcher

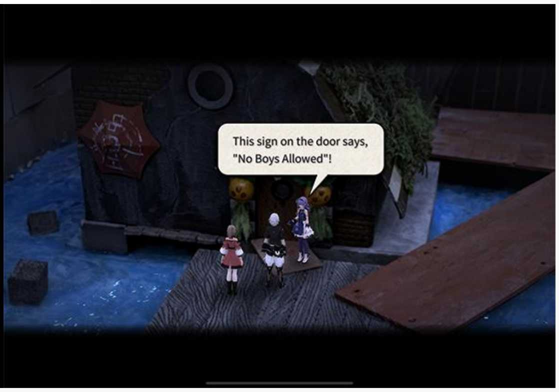




After that sidequest head to the northwestern side of West Vence (use a gongola to get there) and spin the wheel to close the water gate. Use this water gate to cross and, if you check, you'll see that the man that was laying down in front of the ladder nearby is gone. With this spin the other wheel to closs the water gate, then cross it and go down the ladder. Before entering the little tunnel here grab the sparkle for **500G** and enter the tunnel.

Now that we're in here save your game and before you do anything, grab **Ether S** from the sparkle in the back and open up the chest back here for **Dark Fragment x3**.





This sign on the door says, "No Boys Allowed"!

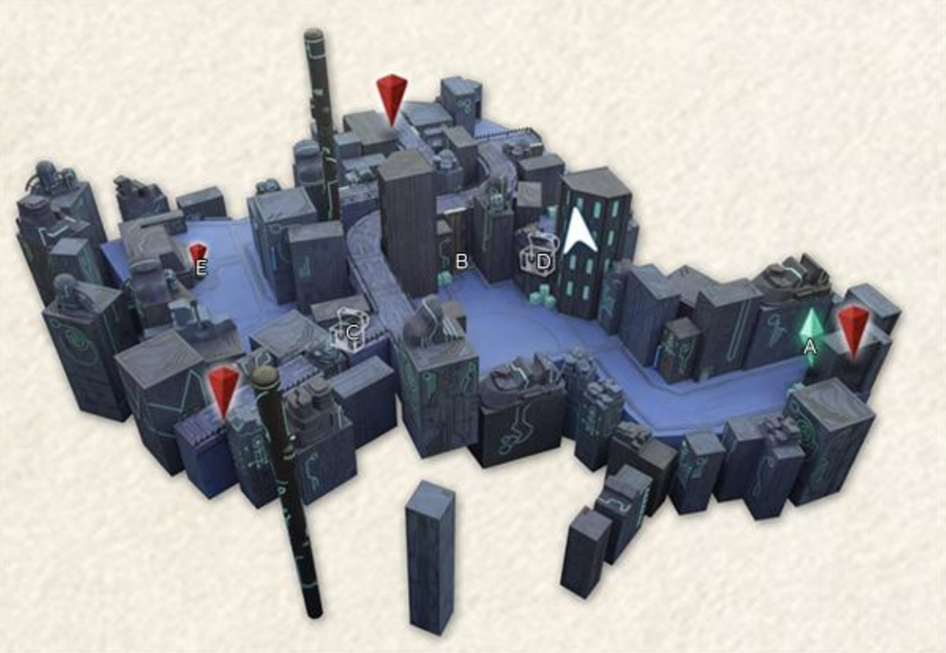
Go inside the house now and watch the long scene. Once the scenes are over we'll be in a completely new place, the **Junkyard**.

Junkyard

My lv.	17

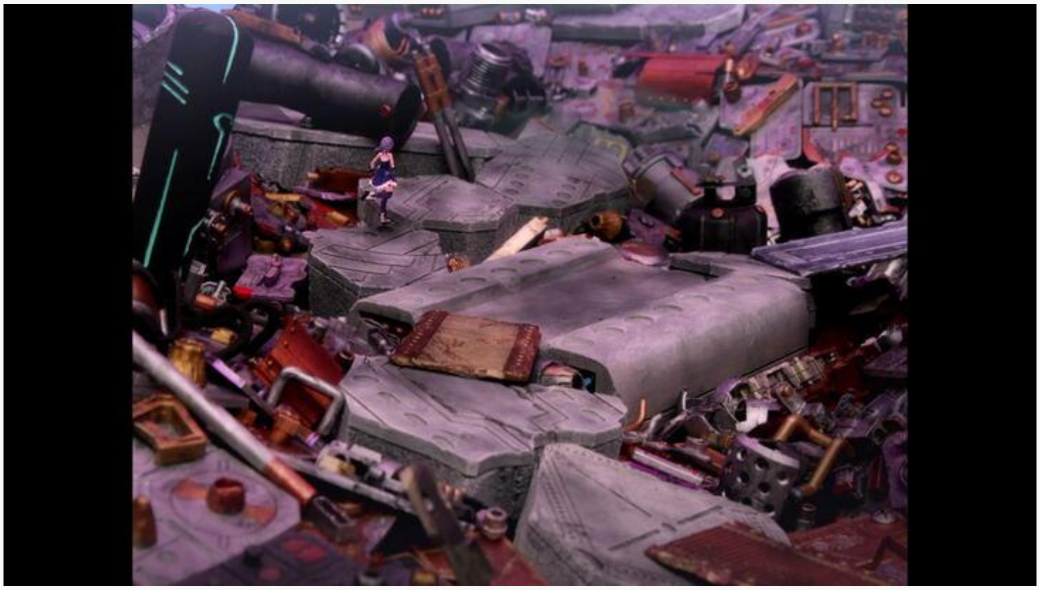
ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Robo Guard	590	Thunder
Dragoon	1920	Thunder
Robo Redactor	1870	Thunder
Guardrone	1110	Thunder

Junkyard
スクラップ置き場

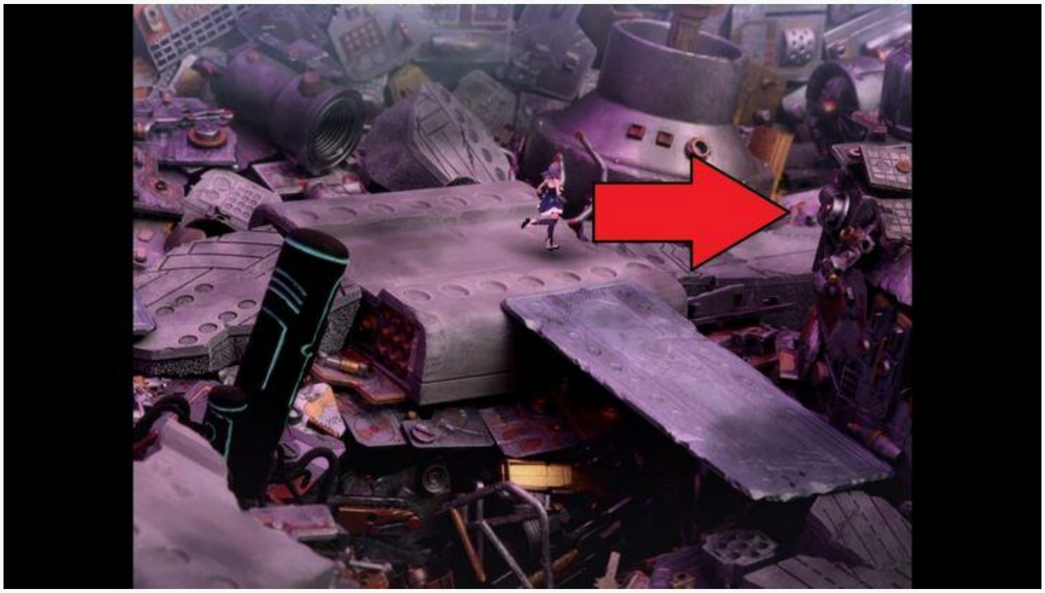


We are back in the Machine World. It's only Kina and Cheryl for this part. Use the machines here with the red screens to trigger a little scene. Once they're over you can examine them: one of them heals you and the other is a shop. Use them for whatever you need, then save your game.

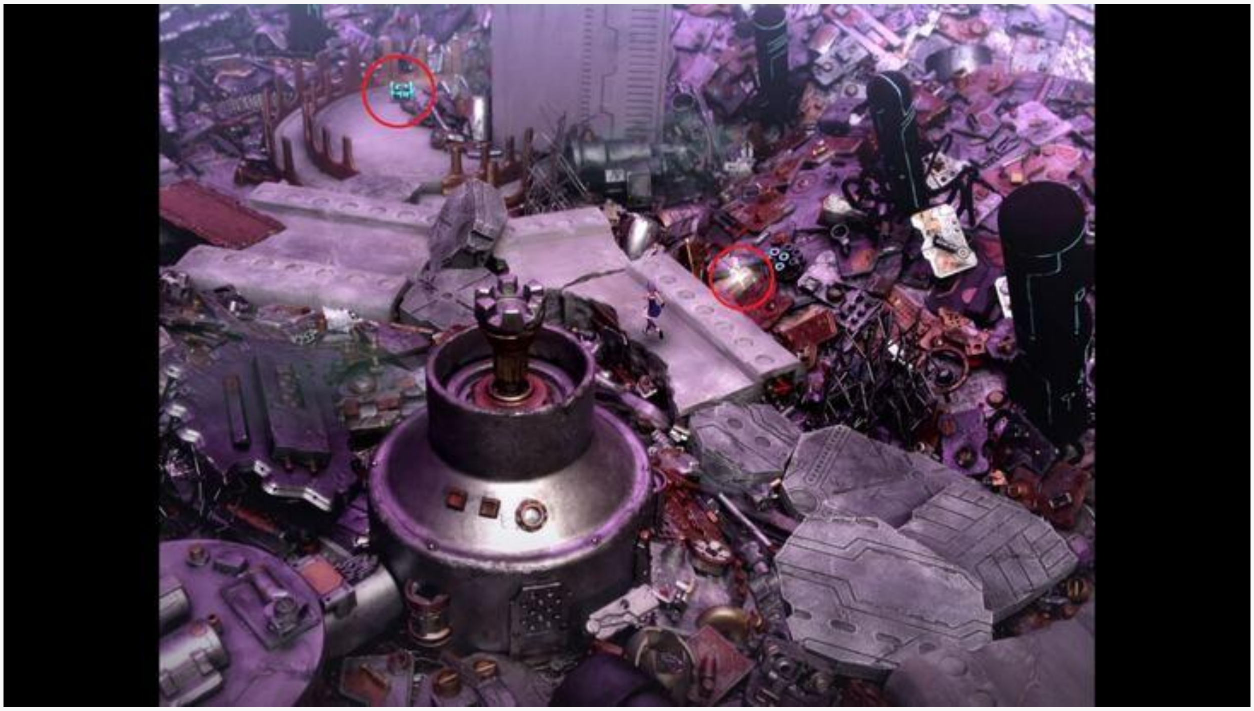
Go southwest following the red bridge and you'll have a scripted fight with some mechanical monsters. Watch the little scene after the fight and we can be on our way. As we regain control, move ahead a little bit and when the camera changes follow the path to the northwest (it kind of hard to tell with all the debris all over the place) to find a chest at the end with a **Heal Stone**.



Continue following the path and once the camera changes keep an eye on the right to find a sparkle with a **Battery**. Past this sparkle is a split. Go right first to find a chest at the end with **Protocol Ring**. Equip this on Cheryl ASAP. It has less ATK but does extra dmg. to machines.



Return to the split and go left now to reach the next area. Watch the scene as you enter and once you regain control, keep an eye on your right to find a sparkle with **Ether S**. Also, up ahead you'll find a split. Follow it north to find a chest with **5000G**.



Return to the split and continue following the path to trigger another scene. As soon as you regain control check your right side (the character's left) to find a sparkle with **Regulator Chip**. Pick it up and move up the ladder up ahead to reach the next area. Here save up your game and heal up. Once ready move forward to trigger a little scene with the little robots that were helping Leo out at the beginning of the game. Remember them? They ran away!

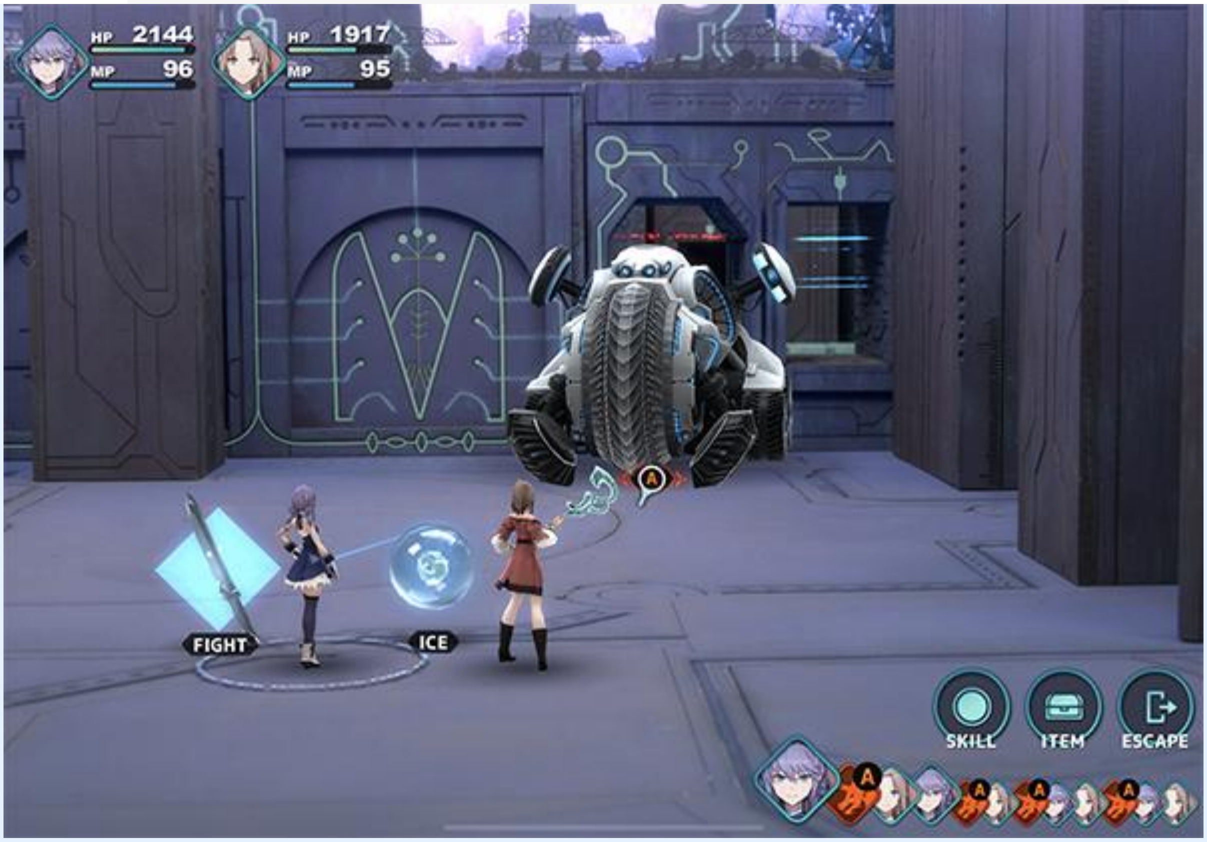
Chase after after them to trigger a little scene and, right after, a boss fight!

Something doesn't smell right...

ATOMECHA

NAME	HP	🗡	🛡
Atomecha	15000	179	144
Missile Pod	4500	---	---
Laser Gun	4500	---	---

REWARDS	
EXP: 1100	G: 3880



You can feel right away that Leo is missing! Anyway, the boss won't be nearly as strong as other bosses, which is nice!

This fight is very similar to the fight against the Golem, in which the HP of the boss will also deplete as you attack/destroy the Missile Pod and Laser Gun on each of its sides. Both of these only have one attack: the former shoots a missile that does heavy damage and lowers defense, while the latter shoots a little laser at one of your characters.

You'll want to have Kina stick to healing during the fight (having the healing staff helps to keep her MP up) and when it's not needed, have her use Holy. You can also cast Regen on your characters in case you cannot heal fast, but I don't think that'd be necessary. Remember that her Heal heals up even more than her staff does (if you're using the staff) so make sure to use it if needed be.

Cheryl, on the other hand, is your powerhouse during the fight. The boss is susceptible to **Slow**, so have Cheryl cast it on the boss whenever possible, making the fight much easier. It's not 100% guaranteed to hit, but once it hits it's really nice. Besides that, have her use Ice Impact over and over. Sadly you cannot attack all 3 at the same time with Knight Impact, so do single attacks for right now. Luckily for us Cheryl has Focus to heal 80MP, which is nice and lets us save our Ethers for later.

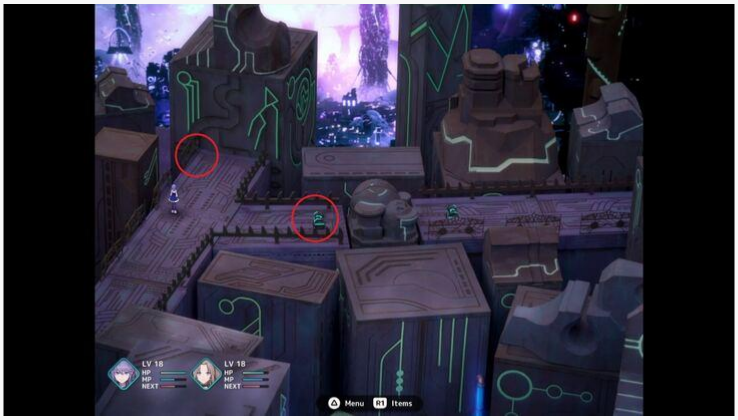
Ok, so for the fight, FOCUS on the Missile Pod first. This does almost the same amount of damage as the lasers and it can also lower your defense, making it much more dangerous. It only has 4500 HP so 3 Ice Strikes from Cheryl should be enough to take it down. Once you've taken it down, focus on the other one, the Laser Gun. Remember that all this damage you're doing to them is also being reflected on Atomecha's HP, so it's not wasted turns or damage.

During the fight, the boss will start burning its tires, preparing for a powerful attack. **MAKE SURE** to be healed fully as you see him revving up because he'll charge at you, hitting both Cheryl and Kina 5 times, hitting them for around 1500 damage. This can easily kill you if you're not healed up so be extremely careful. Have Kina use Heal and Cheryl either a Potion S or L depending on how much HP she has. Atomecha will still attack in his next turn so you'll want to make sure to be healed, especially if you have the defense down debuff.

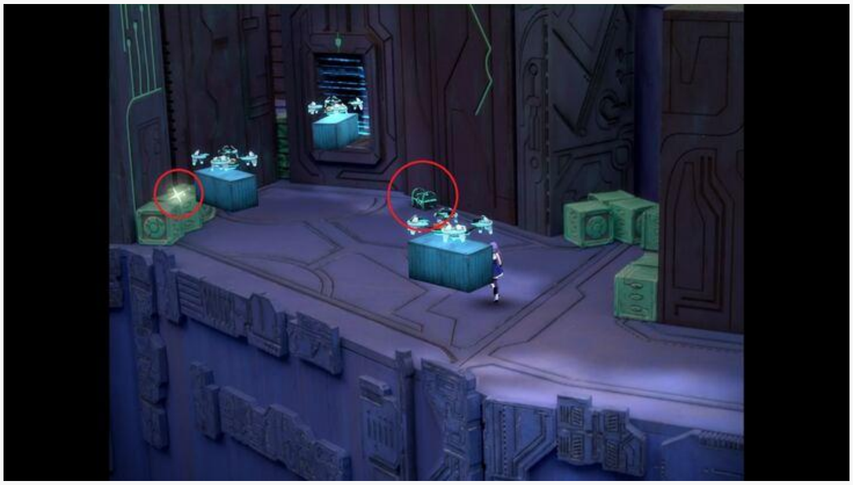
Overall not a tough fight, but you'll want to keep your HP up at all times since you only have 2 party members this time.

- **Slam**: the boss slams the front tires on the ground, hitting one character for around 700 damage.
- **Laser**: shoots a laser that hits one character for around 900-1000 damage.
- **Defense Down Missiles**: shoots a missile that hits for around 800 damage and lowers defense.
- **Roll Crusher**: hits both character 5 times each for around 300 damage per hit, or for around 1500 total.

Watch the little scene afterwards and Kina will have a plan! Use the boxes to get through the barrier. As soon as we regain control you'll see that the area will open up quite a bit. If you take a close look to the upper side of the screen you'll see a white square on the ground. This is a lift. Use it to go up and at the top head up first and pick up the sparkle for an **Ether S**. Continue following this path and at the split go forward to find another sparkle, this one with **Potion L** and if you go right from the split it'll have a chest with **Pezzottaite S**. This one restores MP as you defeat enemies. Great for Cheryl and her very powerful skills.



Return to the lift and follow the other path now to reach another lift. Ride it down and you'll see a ton of these little drones carrying the metal boxes. Go left first to find a dead end, but you'll also find a chest with a **Potion L** and a sparkle on the left that has **Research Lens x3**.



Go right from the lift now and you'll see another robot moving these boxes. Go up the ramp and approach the back of the boxes on the right (we cannot get the chest from this side) to trigger a little scene where the girls will hide inside the boxes and have the drones carry them to the other side.

Once you've regained control, go down to trigger a scene where we see them go inside a gate. The gate is on the right but before we go in you can find a locked chest to the right (we don't have the key just yet) and if you go to the far left you can find a sparkle on the box with a **Magic Crystal**. The brown square nearby is where the lift descends, which means we cannot go up.

Anyway, return and now go inside the gate where the little robots went through to reach the next area.

As we go inside a little scene will play. This is the **Secret Base**. In here talk to all of the robots. They're all good and no random encounters, which is nice. You can find the shops on the left. Speaking to the round white robot on the right will advance the story. Watch the scene and afterwards follow the robot up the stairs in the center. Save your game up here and move forward to trigger another little scene. We learn a lot about what's happening!

The mechteria was created for the purposes of collecting emotion.

Go up the stairs afterwards and enter the purple door on the left to trigger a rather funny scene with the robots! We finally caught up to them! They don't have names, but Kina and Cheryl will name them **Prickle** and **Clicker**. Anyway, during the scene you'll have to pick between Kina and Cheryl. The choice, as far as I can tell, doesn't change much in the game. The one you pick obtains the passive skill **Robot Ba-Bump**. This pretty much is there so that Prickle and Clicker treat her nicer.

NOTE: I'll be updating here in case anything changes further in the game.

Once you regain control head back to the previous room and enter the room on the right to have the scenes continue. Afterwards, sleep on the bed and return to Prickle and Clicker to have the scenes continue. These following scenes are VERY long and VERY IMPORTANT. A lot of character development will happen here that I will not mention, but we kind of saw it coming and it made me very happy (and sad as well).

After the scenes are over, we'll be taking control of Leo back in the Human World. See you in the next page!

Vibra Royal Capital

Welcome back! We missed you Leo!

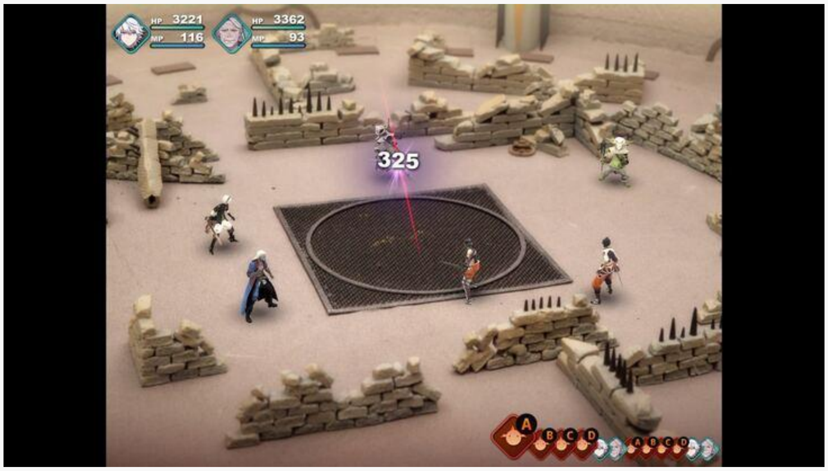
Anyway, we regain control in the market area in West Vence and our current objective is to look for **Zinikr**, Uzra's captain. Remember him? Warp over to the Uzra's **Captain's Room** and you'll immediately trigger a scene with him. You'll talk about Cheryl and her... being in a photoshoot.

She looks kinda cute, doesn't she? Anyway, after the scenes Zinikr will officially join the party, which is pretty nice. He uses fists to fight (somewhat like the monk of the group) so that's neat! Go ahead and equip a Jewel on him and you'll be ready to leave! Open up your warp map and you'll have a new destination open, **Vibra Royal Capital**. We only have one place to go though, **Cheryl's Bedchamber**.

A scene will play as we arrive in which we'll meet Regent Garland, Cheryl's father. What was he doing? Ew. Watch the rather messed up scenes and we'll be taken to prison, the **Coliseum - Underground Jail**. I don't like the name of this area. We are in a Coliseum and you know what that'll mean... fighting! Anyway, we are currently detained in a cell. When you regain control, we'll be in a cell. The man in here sells stuff, even weapons. The only upgrade is the Enhanced Sword. I recommend 100% you get this. The Tanzanite jewel is basically regen so that would also help as well. Afterwards, speak to Zinikr a couple of times, at least until a scene plays out.

They will tell us about the coliseum and basically how to get out of here... by winning. Once we regain control, heal up using the bench nearby, save your game and talk to the guard outside the cell. Do the practice battle if you want. If not then say no so you can start with the coliseum.

In here we'll have a ton of enemies all over the place, but the thing is... they're fighting each other. This is really helpful because it lets you decide who to fight. Approach one of them to start the fight and you'll see that, during the fight you'll be in your regular position but in front of you you'll see the 2 grops of enemies attacking each other.



As soon as you attack one of the groups they'll immediately attack you while the other group continue attacking the other enemy group. If you want, you can let them kill each other while you use potions or something to pass the turns, but none of these enemies hit hard at all so to make this faster focus on attacking one group and once they die continue with the other. You'll want to go around the coliseum arena killing all the enemies around here.

When you reach the center you'll see that a kid runs away. What is a kid doing in here? Kill the enemies to the south as well and follow the kid to the right to see him running away, leaving us to fight the large seal enemy. Kill it and return to the center to trigger another scene with the kid where he runs off again! We'll be ambushed by some enemies as he does so kill them and watch the little scene. Chase him by going back to the entrance of the arena and south and the scenes will continue and afterwards... a boss fight!

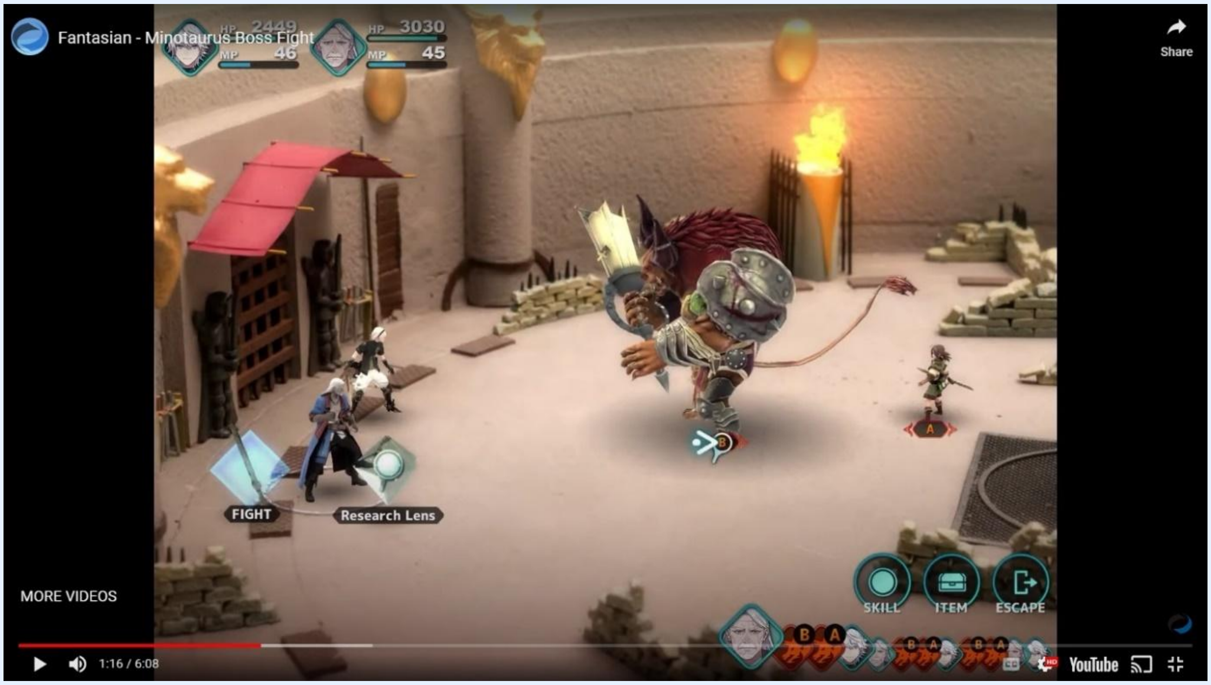
MINOTAURUS

NAME	HP	🗡	🛡
Minotaurus	10040	210	152

REWARDS	
EXP: 1300	G: 4580

Welcome to the first boss fight without our hard carries Kina and Cheryl. Yeah, we are not fighting the kid, but instead he uses a potion to have another enemy fight for him, the **Minotaurus** that we saw during the scenes. We don't get to fight the kid BUT he'll still be attacking us and doing some things while hiding behind the Minotaurus.

Let me start by saying this boss is the one with the highest ATK thus far and you'll want to be extra careful when attacking him. He's weak to **lightning** but sadly we don't have any attacks that do lightning damage. You can use the Lightning Fragments we've been gathering throughout the game but they do a set 750 damage. If your other attacks don't do as much damage, feel free to use them in this fight!



The good thing is that both Leo and Zinikr have skills that go great together, namely Leo's **Helm Bash** and Zinikr's **Blade Break**. The former lower the Minotaurus' DEF while the latter lowers its ATK. Very important. You'll want to use these for obvious reasons, but also because sometimes the kid uses Protein Drink to increase the Minotaurus' DEF. If he uses it while the Minotaurus' DEF is lowered it'll go back to normal, or if it's high Leo's Helm Bash will lower it. Try to keep it low at all times so you can do more damage.

The Minotaurus' most dangerous attack is Wipe Out, which hits both characters for a lot of damage. Even if you have ATK Down on him, he'll still be doing 900+ damage to both of your characters, which is a lot. Leo can somewhat heal with his First Aid so use that, as well as some Potion L if you need to. The guy also has **Intimidate**, an attack that lowers your ATK for 4 turns and also delays your next move.

You'll want to debuff the boss as needed be throughout the fight and when not doing so have Leo use Samidare over and over while Zinikr uses Earth Punch. A really nice thing Zinikr has is is Taunt, which is provoke from other games. This makes every enemy attack him, but he also has **Guard**, which drastically lowers damage he takes. You can use this to mitigate a lot of the damage this guy puts out and have Leo be your main/only damage dealer. With Samidare Leo will be doing around 1500 damage (at least for me) so he'll go down pretty quick.

As his HP drops he'll use **Stance of Desperation**, a move in which he'll hold his club with both hands. When he does this **STOP** everything you're doing and fully heal. He'll use his attack Hail Mary that does almost 2000 damage. Yes, this attack is insanely powerful. Make sure to be healed before this attack or it's an instant game over.

After you defeat the Minotaurus, the kid will do something that will prevent us from attacking him, or rather you will miss all your attacks, so just attack him regularly to miss all the attacks and you'll eventually end the fight.

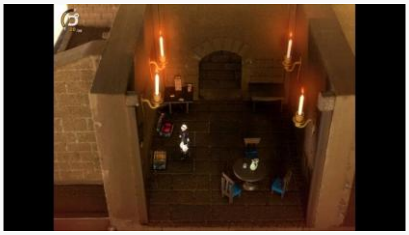
- **Minotaurus Attack**: hits a single character for 800-900 damage.
- **Kid Attack**: hits a single character for around 250 damage.
- **Wipe Out**: hits all characters for around 1200 damage.
- **Protein Drink**: the kid gives Minotaurus a Protein Drink, which increases its DEF.
- **Intimidate**: lowers ATK for 4 turns and delays your turn.
- **Hail Mary**: an extremely powerful attack that will do around 1800 damage to all characters.

Watch the scenes after the fight and we'll be thrown back into the cell alongside the kid. Thanks kid! Talk to the guard when you can and he'll leave to help out another guard. Afterwards speak to the kid to trigger a scene. We're out of here! Also, his name is **Ez**.

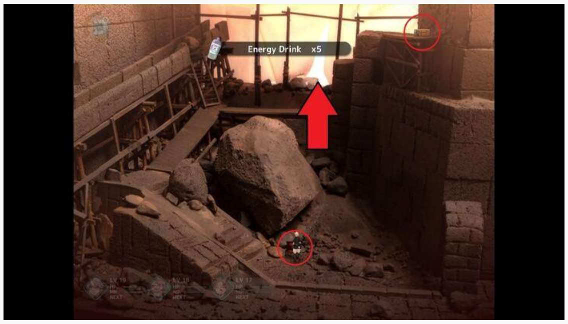
Once outside the cell we'll want to go left first. As you do you'll see other cells next to yours. If you speak to the inmates in here they'll ask you to free them. You can do so if you want. There's a total of 3 characters that ask you did. I helped 2 of them while I left the third one behind bars (the guy that tells you they want to get out to start stealing again).

NOTE: I'm not sure if this has any effect in the story later on, but I'll update this once I find out.

Approach the hole on the far left side to trigger a little scene. It seems this is our way out, but not before we find our Dimengeon Device, as well our warp device. The guy in the last cell will ask you to free him for giving you info. Up to you, but I decided to let him free. And with that, go right and go through the door in the corner, going up the staircases to reach a room. Watch the scene and we'll get our stuff back. We'll also get a whole bunch of items from Ez, which are used to perform his skills (you'll see them in action in a bit). Also make sure to open up the other chest for a **Potion L**.



You can go through the other door to reach more cells, but these have monsters. You cannot free them and you cannot open the two white chests on the left. And with that, return to the hole in the ground and jump down to reach the next area. Open up the chest right away for **Energy Drink x5** then go up the slopes here. Before you go to the next area (which is thorugh the "curtains") head to the very top of the slopes to find another chest, this one with **Potion L x3**.

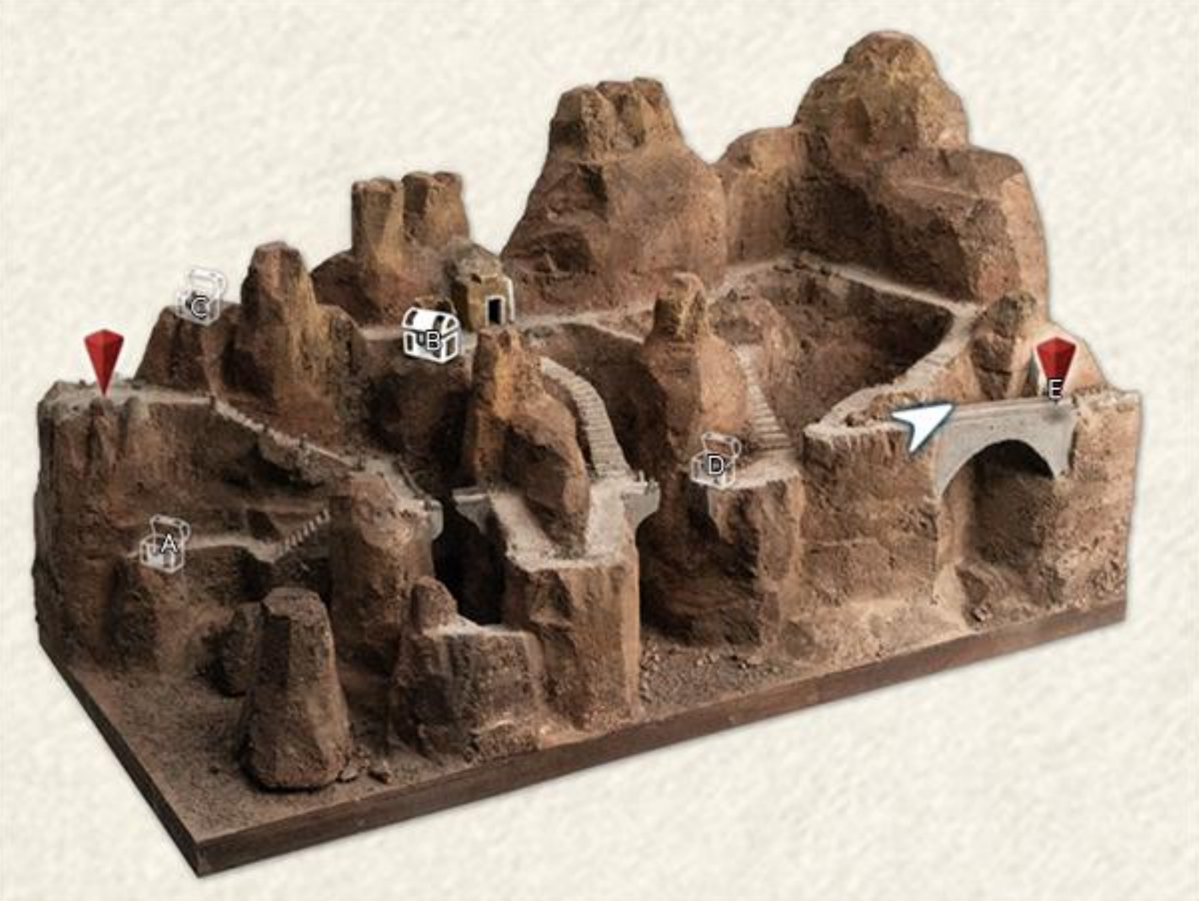


And with that head through the curtains to reach our next destination!

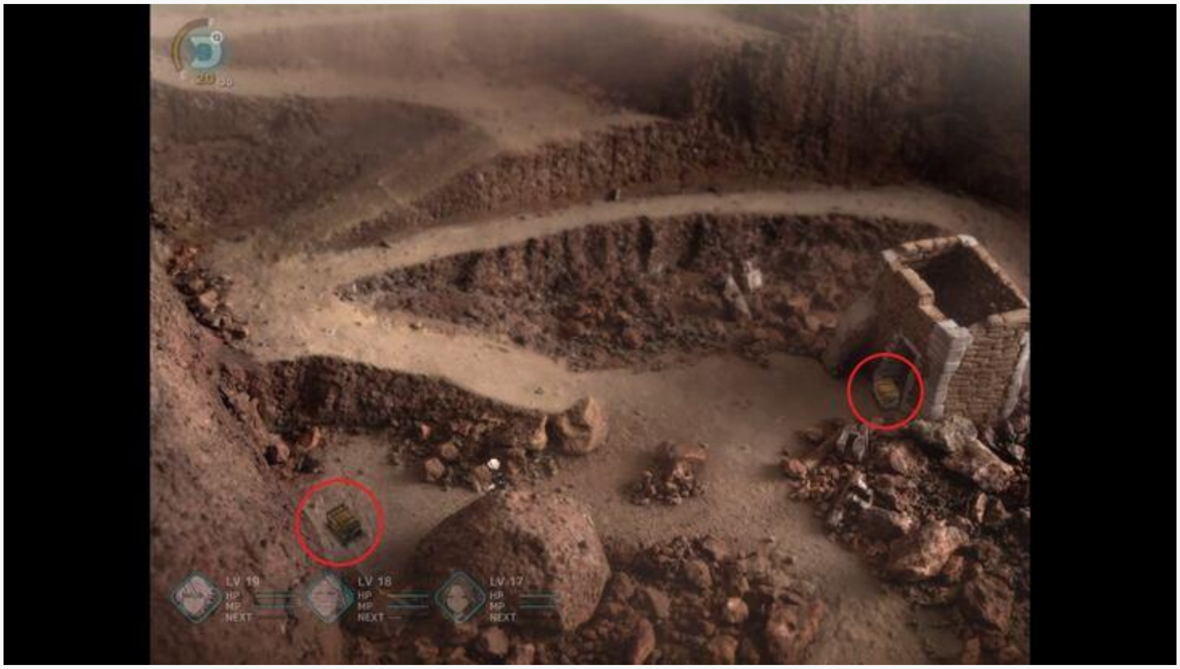
Ancient Mountain Path

My lv.	18

ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Lightning Squeaker	1870	Earth
Goblin Guard	1940	None
Lightning Orbling	1760	Earth
Lightning Wing	1920	Earth
Fire Orbling	1760	Ice
Ice Orbling	1760	Fire
Earth Orbling	1760	Lightning
Wing Burst	4020	None

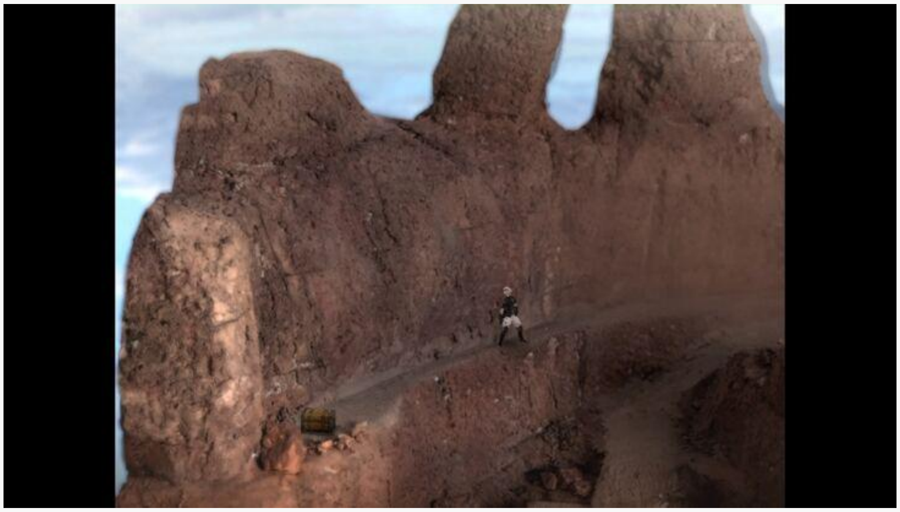


This is a relatively short dungeon and it looks amazing! Yes, it's only a mountain of dirt, but still the place looks amazingly detailed! Right at the beginning go left and open up the chest for **Potion S x5**. There's also a chest on the right (near the destroyed building) with **Protein Drink x3**.


LV 19
HP
MP
NEXT
LV 18
HP
MP
NEXT
LV 17
HP
MP
NEXT

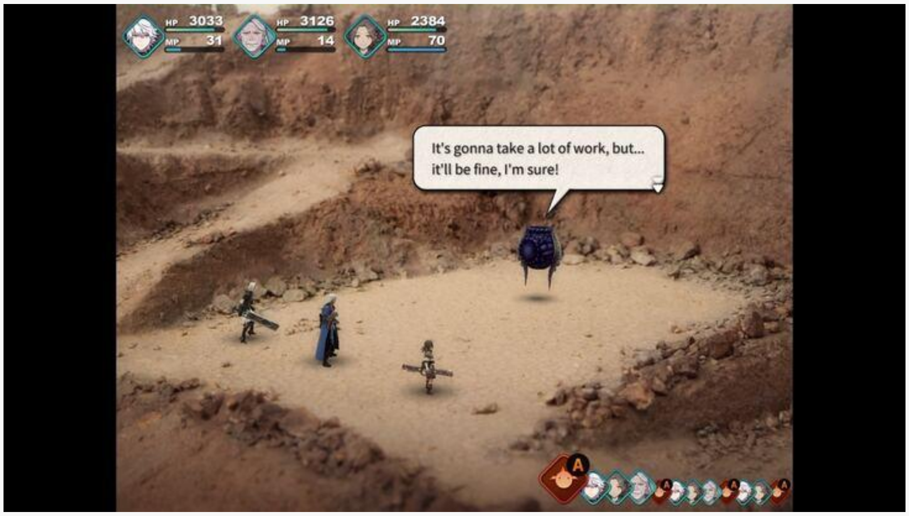
NOTE: as you enter your first fight read up about Ez's Crafting Skill. The TL;DR of it is: you mix items to create several different skills.

Go up the slope and before you go up the second slope follow the path east and you can find a chest behind the building with **Earth Fragment x10**. Head up the second and third slopes now, open up the chest on the left for **Potion S x9** and continue going up the mountain. After you jump across the little gap you'll reach a split. Go left first to find a chest with **Amethyst M**. After you get it simply proceed to the next area.



We are in the **Valley** area this time around. Move ahead and go down the stairs first to find a chest with **Hard Shell x5**. Return, jump across the gap (you cannot get the chest down below just yet) and continue following the path. After you go up the stairs you'll see 2 little buildings. Inside the one on the left is a locked chest (we still don't have keys for this one) but there's a path in between them that takes you to a chest with **10000G**.

Return and past the buildings there are 2 paths. Follow the one going down the slope to find yet another chest, this one with **Tough Belt**. Head back up the stairs and continue going right until a scene plays. I don't know if this is supposed to happen AFTER the fight, but I got into a fight against **Funi**, a black pot that asks you for an item, do a couple of things afterwards and you'll get another item in return, a much better one.



It's gonna take a lot of work, but...
it'll be fine, I'm sure!

This one asked me for a Protein Drink, asked to use a Potion on it, then hit it real hard (I used Samidare). I got an Emerald M for this. Do note that it'll ask you if you want to continue and you'll get a better item. The process is basically the same but if you do not meet his requirements he'll become hostile, dealing tons of damage to you (pretty easy to die). I recommend you don't go past the first steps, at least if this is your first time. Anyway, proceed to the next area afterwards.

We are in the **Overlook** area of the dungeon. Open the chest for a **Potion L**, heal up and save your game at the save point and **READ** the boss strat below. This is a very tough boss with a very particular way to defeat it. Not doing so will get you killed in a matter of minutes.

LYRANODON

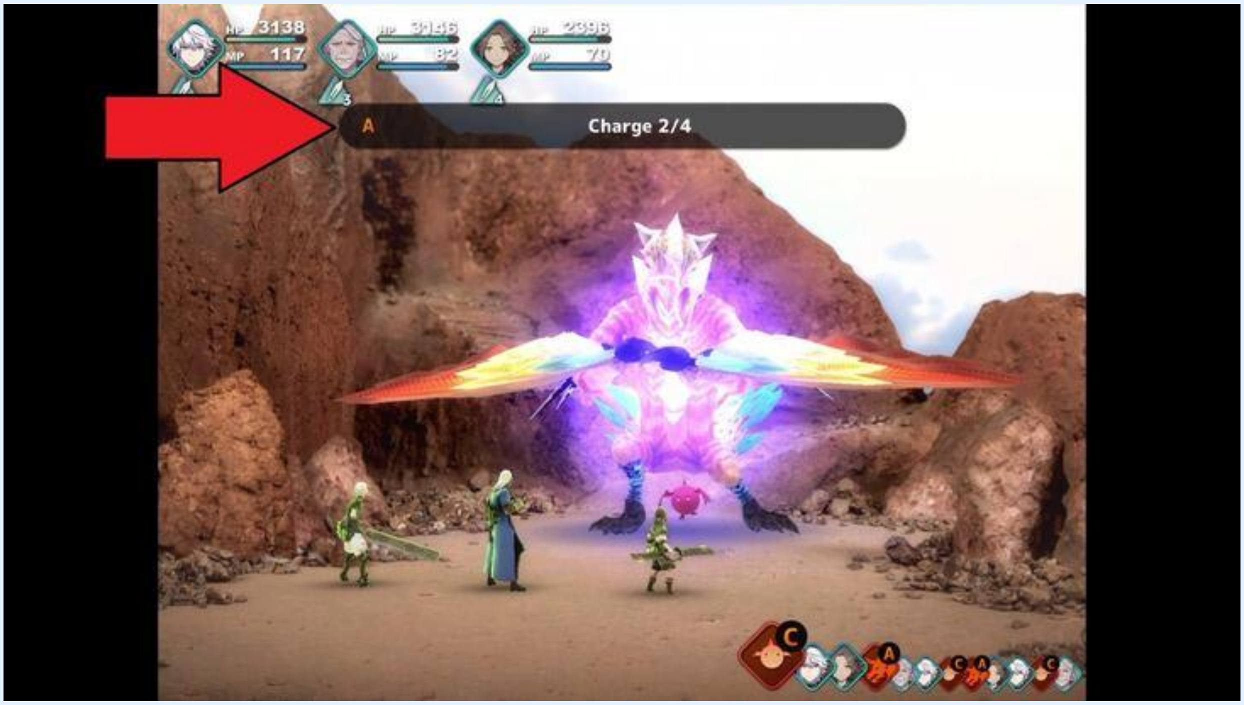
NAME	HP	🗡	🛡
Lyranodon	30000	199	160

REWARDS	
EXP: 1883	G: 7270

Welcome to a boss fight where I had no idea what I needed to do until it was very late in the fight and, for some reason, managed to finish the fight.

Lyranodon is a large dragon/bird looking boss that comes with a couple of Lightning Orbling. Lyranodon is weak to earth and absorbs lightning so do not use any of the Lightning Fragments at all. Altough the Lightning Orbling don't really do much damage, they are the most dangerous and you'll see why in a second.

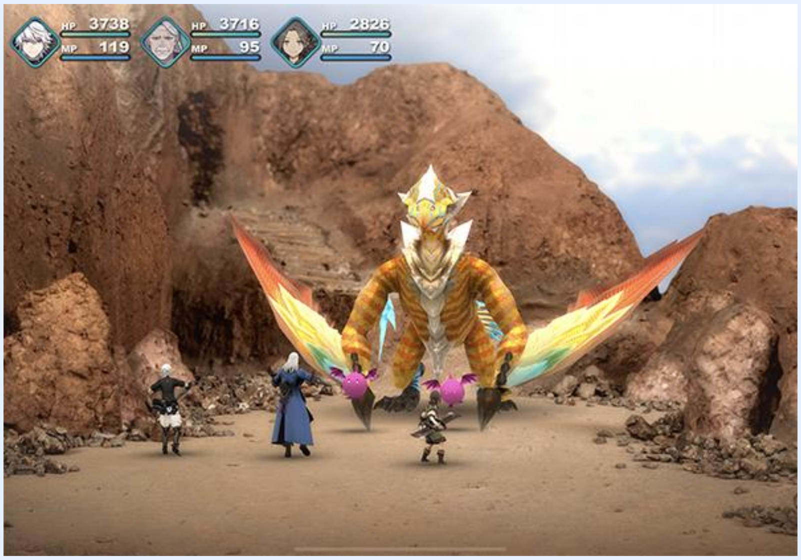
During the fight, Lyranodon will be attacking you just like any other boss, but the minions, the Lightning Orblings, won't be attacking you. Since Lyranodon absorbs lightning, the Orblings will be using their magic to hit Lyranodon. As they hit Lyranodon you'll see a **Charge x/4** appear on top of the screen.



Each time an Orbling attacks the Lyranodon it'll increase the charge by 1. When the charges reach 4/4 Lyranodon will use an incredibly powerful in his next turn. It doesn't matter if you kill the initial 2 Orblings that come with Lyranodon. He'll use **Call** to summon **SIX** more Orblings. Yes, six. So no matter what you do there'll be many Orblings. If you let Lyranodon get fully charged up he'll use **Thunderstorm**. This attacks hits for around the same as his Lightning spell, but on all characters.

The damage Thunderstorm does is not the worst part of the attack, but it's after effect is what you want to be scared of. This attack pushes you back. Your characters will mention how if this continues you'll get pushed off the edge of the cliff. Yes, that's a game over. So, what to do if this guy summons 6 Orblings at the same time and he has 30,000 HP? Well, remember what I mentioned in the previous fight and Zinikr has his Taunt and Guard? We'll want to use it here as well!

Knowing this, the fight becomes SOOOO much easier to deal with, but it'll take a bit of time to end the fight. What you want to do is pretty much equip Zinikr with a jewel that lowers Lightning damage and have him use NOTHING but **Taunt** and **Guard**. Taunt is to make Lyranodon and all the Orblings attack Zinikr and in his turn right after use Guard. This increases his DEF quite a bit, helping him take the beating. You can see the amount of turns they have left for the provoke so make sure to use it again before it disappears.



Doing this you'll completely avoid Lyranodon's Thunderstorm attack, which is what you want. As for the other characters, you'll want Leo on healing duty, making sure he keeps Zinikr alive and healthy. If you don't need to heal use Samidare on Lyranodon. Have Ez use Terra Grenade to deal massive damage to all the enemies in range. This also helps you lower the amount of enemies there are on screen, which is nice. If you want you can also use Guard Up All/Attack Up All every now and then to help out. Ez can also heal everybody with All Potion S. It uses 3 Potion S, but it's so helpful. Use this if you get hit by Strange Voice a lot.

And that's about it! Once you know what to do this is pretty easy, but if you don't know about Taunt/Guard then you'll have a hard time!

- **Attack**: hits a character for around 700 damage.

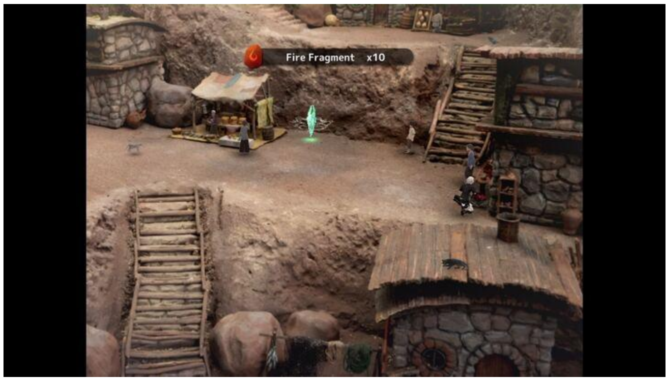
- **Strange Voice**: hits all 3 characters for around 400 damage and has a chance of lowering ATK.
- **Lightning**: hits one character for around 800-900 damage.
- **Call**: summons 6 Lightning Orblings.
- **Thunderstorm**: hits all 3 characters for around 800-900 damage and pushes them back.

After the fight go ahead and save your game. Afterwards, continue following the path, go down the stairs and you'll reach the next area, the **City of Vibra**... the Outskirts anyway.

Vibra

Outskirts

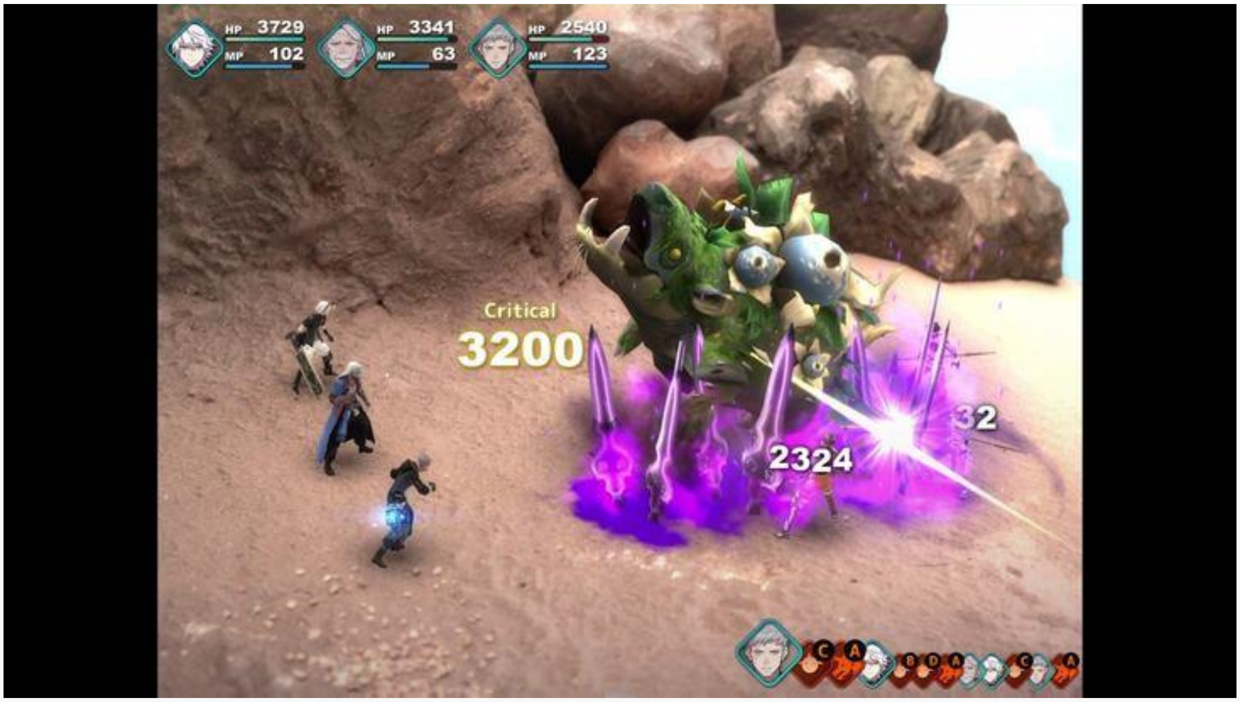
After the initial scene check the bucket in the upper right corner for **10G**. Go down the stairs to find a save point. Check the right side to find a chest with **Fire Fragment x10**.



If you go west you'll trigger a scene. It seems the guards are guarding the entrance to the city proper and we'll need to find another way in. We can do that! The shop next to the save point is an item shop and they sell all kinds of Fragments and items. Since we'll be using Ez throughout this entire part of the game we need to have a steady supply of items. Note that the next skill you learn is a Fire Bomb that uses Fire Fragments and Hard Shells so you may want to stock up on that so you can start using it once you learn it. You can talk to the kid right of the save point to trigger a little scene.

Afterwards save up your game and head down the staircase to trigger a little scene where we meet with Tan again. During the scene we'll be fighting these Crimson Bandits alongside a **Garlamash**. This Garlamash is weak to fire and has 9000HP. I recommend you try to take out the Shaman first (in the back) as he can heal the other enemies. Garlamash hits for around 700 damage or 900 to all enemies. The one thing it has that is REAL annoying is its War Cry move that drops your ATK and DEF for 4 turns. That's about what it does. The bandits are very meh and I don't think you'd have an issue with them whatsoever.

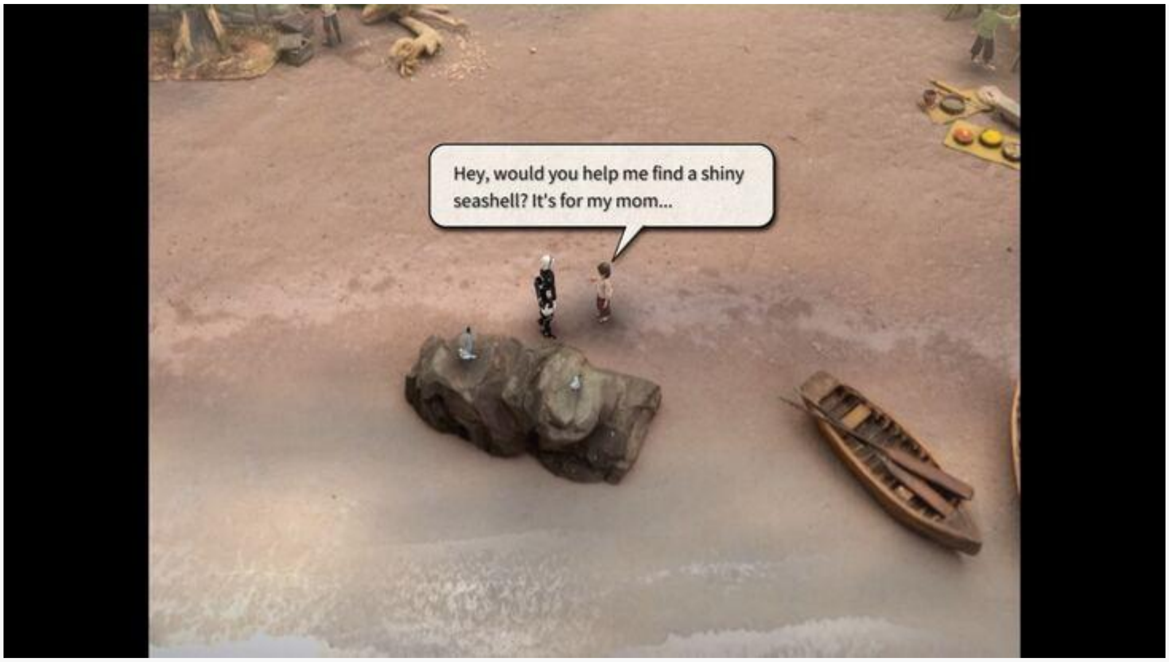
Stay out of this if you want to live.


HP 3729
MP 102
HP 3341
MP 63
HP 2540
MP 123
Critical
3200
2324
32

Your main source of damage here is Tan. His Galf Slash does a ton of damage to everyone in range but remember that you'll be using his own HP to deal this damage so keep him healthy with Leo (or with Zinikr). Overall a really easy fight. Once it's over, Tan will thank you and leave. Move to the corner where they just were to find a chest with **Diamond S**. Return to the main area (where the stairs are) and check the yellow cloths on the right to find a sparkle with **Hard Shell x2**. Head inside the house on the right to find some chickens. Check the table to find **25G**.

Head back outside and speak to the little kid on the bottom. Speaking to her will start a sidequest.

- Picking Up Shells


Hey, would you help me find a shiny seashell? It's for my mom...

Once that sidequest is over enter the house to the left to trigger a scene. This is Ez's place and there's a lot of kids in here. You can talk to the kids in here, make sure to pick up the sidequest from one of them.

- True Dimengeon

Head inside the room on the right and before approaching Ez and his father open the chests for **Potion S x9** and **Flying Ax**, a weapon for Ez. Now speak to **Dagaroon**, Ez's father. Watch the very long scene and Ez will officially join the party. Nice! Equip him with that Flying Ax if you haven't already and go down the hole he revealed.

Guys, guys, one at a time...

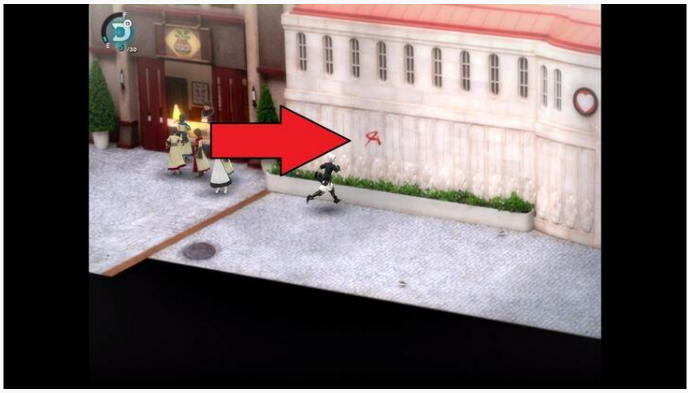
Underground Passageway

As soon as we get down here go across the little bridge and go left (right is a dead end for now). Open up the chest for a **Potion L** and go down the ladder when you get to it. Down here go right first without crossing the bridge and in the other screen open the chest to find a **Potion L**. Return, cross the little bridge and go left to reach a chest with **Metal Knickles**. Equip them on Zinikr and then go right to the next area.

Here cross the bridge, go right and cross the next bridge, opening the chest afterwards for **Phoenix Feather x3**. Continue following the path and head up the ladder afterwards. Up here move the metal sheet on your left to create a bridge. This creates a shortcut to the ladder back to the Outskirts. Don't cross it. Instead go left to find the last chest in the area with **15000G**. Return now, go right and up the ladder to reach the city of Vibra proper.

Vibra

After the initial scene you'll see right away that there's one of those red marks on the wall.



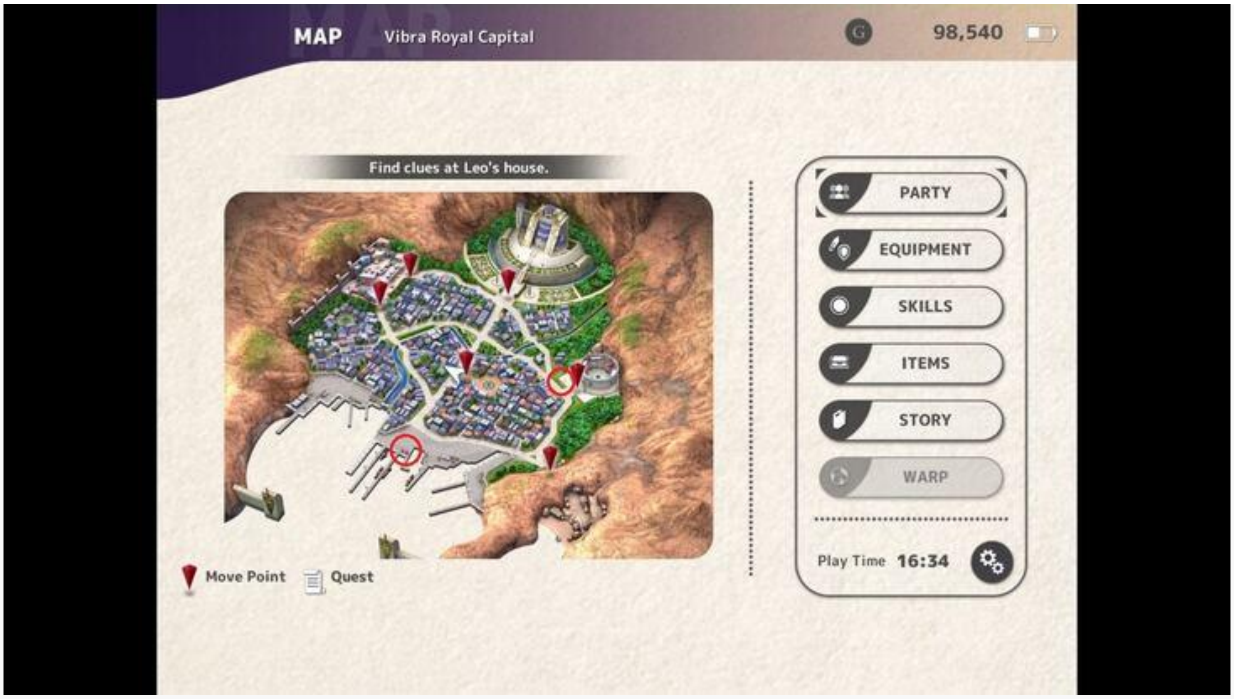
Make sure to save first (go left) because you'll be fighting **Cinderella Tri-Stars** when you examine it. Remember them? Yeah, this is basically the same exact fight as before with ONE big difference. They summon 4 **Hades** machines to help them fight you. As the fight starts you'll see that the Hades enemies do a ton of damage (around 700). They can also use **Time Bombs**, which drop a bomb on your feet and explodes after 3 turns. You need to use a **Bomb Kit** item to get rid of the bomb and still, even after using it, it's not 100% guaranteed to work.

At first this might freak you out because the amount of enemies (7 total) and the damage they do is high. Don't worry. After a couple of turns the Hades will go crazy and attack the Cinderella Tri-Stars like 80% of the time, occasionally attacking you as well. Yeah that's right! The Hades will start attacking the other enemies, which is very nice. Knowing this, focus on damaging as many enemies as you can throughout this. They'll be like this for the rest of the fight, but you don't want to kill all Hades (or all the Cinderella) at the same time because they'll start attacking you instead.

Use skills like Leo's Fire Slash, Zinikr's Punch, and Ez's Terra Grenade. If you're having a hard time at the beginning of the fight, have Ez use Guard Up All to increase your DEF and have Leo focus on healing until they start fighting each other. Not a tough fight at all, except maybe for the beginning. After the fight you'll get the **Cinderella Badge III**. From here open up your map and you'll see that going left leads to a dead end. There are several people over here that you can talk to but you can't really do anything over here. There's a white chest and a guy's checking it out, but you can't open it yet.

That's about it. Nothing else you can do. Instead go right from the mark on the wall and you'll leave this area.

We are on the World Map now... which shows you how big Vibra really is. Open up your map and you'll see there are so many places for you to go! We start in the center of the area. The marker to the southeast takes you to the outskirts, but the guards are still there, remember? The one to the east is the coliseum and the one north (the Palace) is a dead end for now so we need to use any of the 2 entrances to the north. Before we do, pick up the items we can get around here (I'll have them marked on the map below): **Ether L**, **Remedy**. When ready enter the northwestern area, **Town Center** using the lower side.

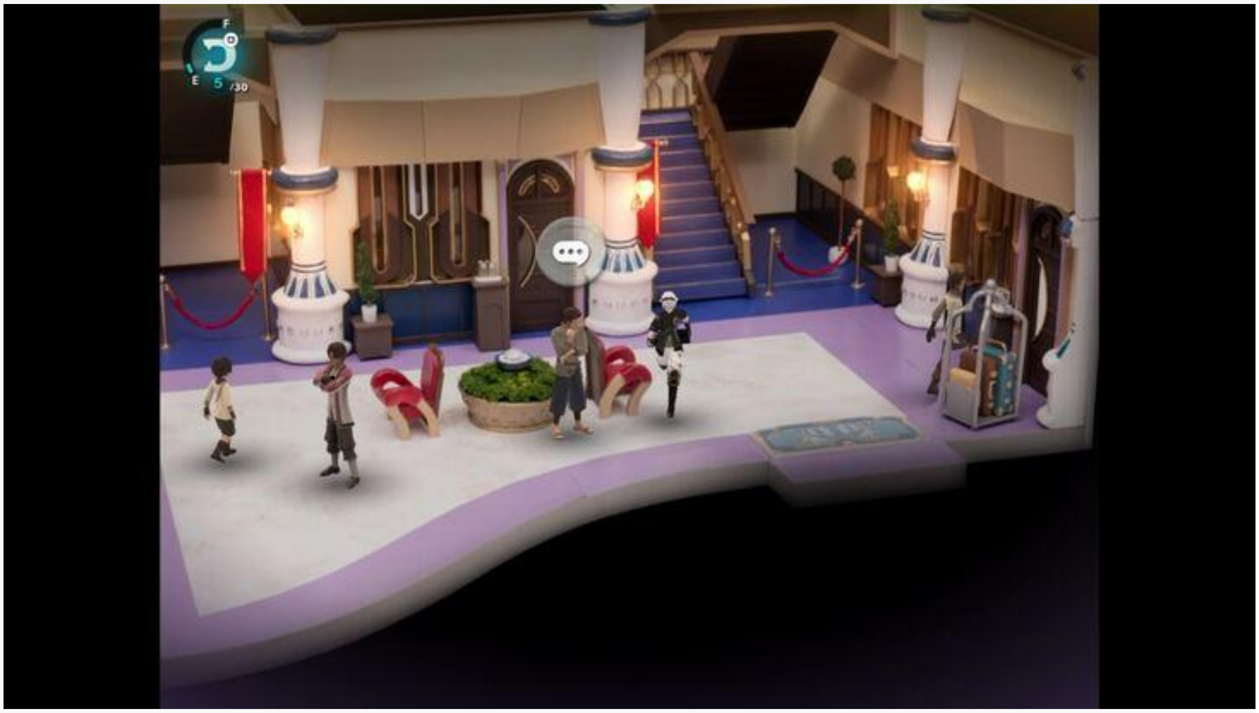

MAP
Vibra Royal Capital
98,540
Find clues at Leo's house.
PARTY
EQUIPMENT
SKILLS
ITEMS
STORY
WARP
Move Point
Quest
Play Time 16:34

As we enter open up the map and you'll see we have several things to do! Let's get started! Right in front of us we have our first sidequest here! Speak to the man dressed in red in front of the weapon shop to start it.

- New Product Flyers

Enter the weapon shop now and you can upgrade your armor in here. You shouldn't need to upgrade your weapons as we just got an upgrade for both Zinikr and Ez, and we're also getting an upgrade for Leo in a bit. Head back outside and go east to find the Item Shop. Go ahead and restock if you need to, but outside to the right you can find a chest with a **Potion L**. Go right now and enter the Inn, not before grabbing **500G** from the tree outside.

Inside the Inn speak to the man in the center (if you let him out back in the coliseum) and he'll give you **Elixir x2**. To grab the sparkle behind him you'll need to leave the Inn/floor and come back. It has **300G**.



If you go upstairs you can actually use the Inn so do so if you need to. Head back outside, go back to the weapon shop and continue following the road. As you go you'll have a large staircase on your right and a tall building next to them. Go inside the building, which is an apartment complex. Inside, check behind the stairs for a **Heal Stone**. Now enter room 103 and grab **Potion S** from the side table.

NOTE: if you check the table you'll see they talk about Akira Toriyama, creator of Dragon Ball. Really nice touch!

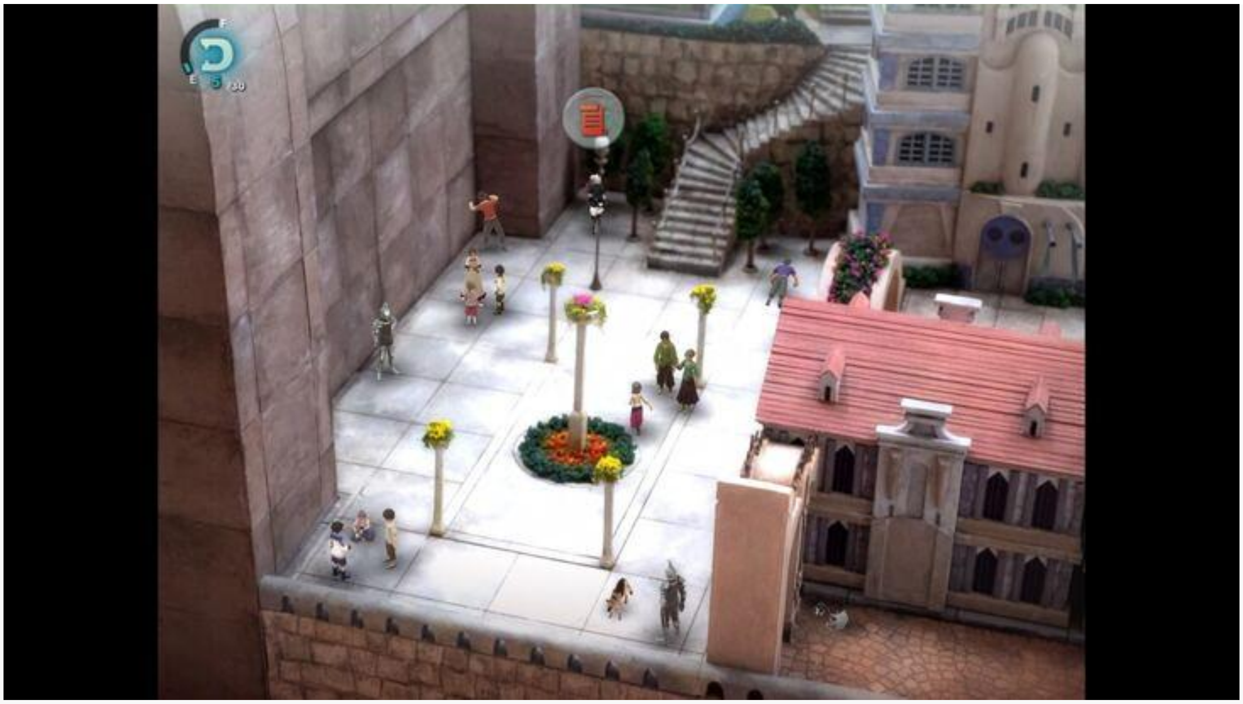
Head to the second floor now and enter room 201 for a chest with **Potion S x12**. Check the oranges as well for an **Ether S**. Head to the third floor now and check the plant next to the stairs for a **Potion S**, then enter room 301 and grab **Ether L** and **Elixir** from sparkles in here. Also open up the white chest with a Mechteria Key (I hope you still have some) to find a **General Sword**, which is a fantastic upgrade for Leo.

The little hallway here leads out of the apartment complex, but before you do head up one more floor and enter room 403. In here grab **10G** from the chest and **Ether S** from the dresser. Leave the room and go up the ladder to the roof. Up here check the left side for a **Small Jade**. This one is great for Ez as it lowers your MP to give you more HP. Ez doesn't use MP so this is a win win situation.

Head back to the bottom of the floor and leave through the doors you used to come in. Back outside, go down the path a little bit more and you'll reach a small open area. There's a man doing pushups in the upper right and behind him is a **Sapphire M**. Don't miss this one! Ignore the stairs next to him. We'll get to those in a bit.

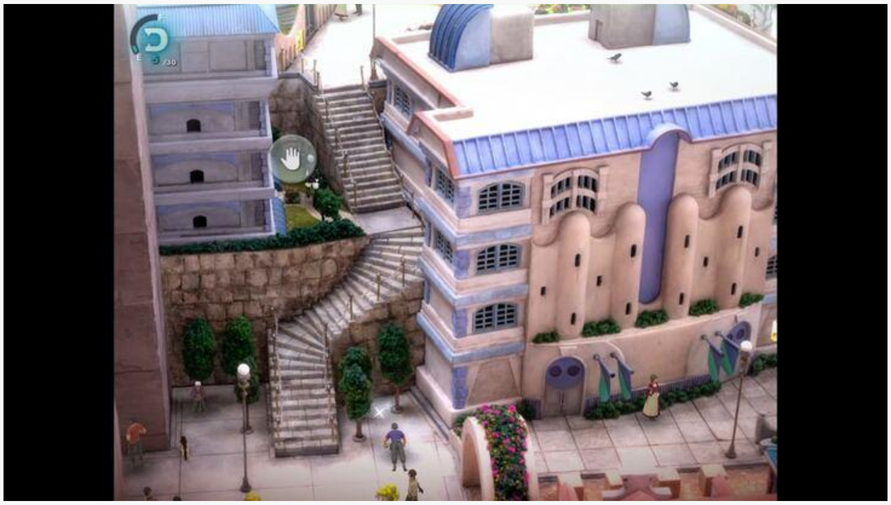
Now speak to the old man in the upper left corner to start another sidequest. This one takes us to Vence.

- Letter to a Friend



While you're here, if you're doing the sidequest we got from one of Ez's little brothers, then speak to the kid in the lower left corner and he'll tell you about the location of the secret swap spot. Go right from this kid into the alley and open up the chest to find **6000G**, and the sparkle for a **Potion L**. The guy here is for the sidequest of Ez's little brother (pick Circuit Board DX).

Go up the stairs next to the apartment complex, go all the way to the other side and go up the ramp at the end. Up here save your game and approach the statue in the center to trigger a little scene. Once it's over grab **Potion S** from the sparkle in the wheelcart to the lower left. Go to the upper left corner to find a staircase. This is the same staircase as before that takes you next to the apartment complex. Halfway down the stairs you can find a chest with **Ether S x3**.



Return to the save point and go right to trigger a little scene. This is Leo's house! You can go up the stairs next to the house but there's nothing up here besides a chest with **10000G**. Once ready head inside Leo's house. Inside open the chest on the right to find **12000G**. Next to it is an **Ether S** and a **Potion S** in the back next to the door. The door on the right leads to Leo's room (back left door). Open the chest in here for **Battery x5** and check the bed for **Regulator Chip x3**.

Leave and enter the next room, his parents'. Check the cabinet on the right for a **Potion L**, as well as the desk for **1500G**. Head upstairs now and enter the room halfway up. There's a chest in here we cannot open yet, but check the bookcase in the lower right for an **Ether L** and the central table for **Magic Crystal x3**. Checking the picture in the upper right triggers a scene with Ez. Checking the bookcase next to it will net you **Holy Fragment x3**. Leave the room and go up to the attic where you can find a chest with **Disena's Tanzanite**. The other one you can't open. This jewel works like an auto-regen, which is pretty nice, especially for someone like Tan.

Return to the bottom floor and go to the backyard to trigger a little scene. We'll have 3 white chests here but we can't open them. Once ready, head down the well into an Underground Passageway. Go left as you start and you'll find **Hard Shell x5**. Go across the bridge and open the other chest on the left for **3000G**. Now go right and down the ladder at the end.

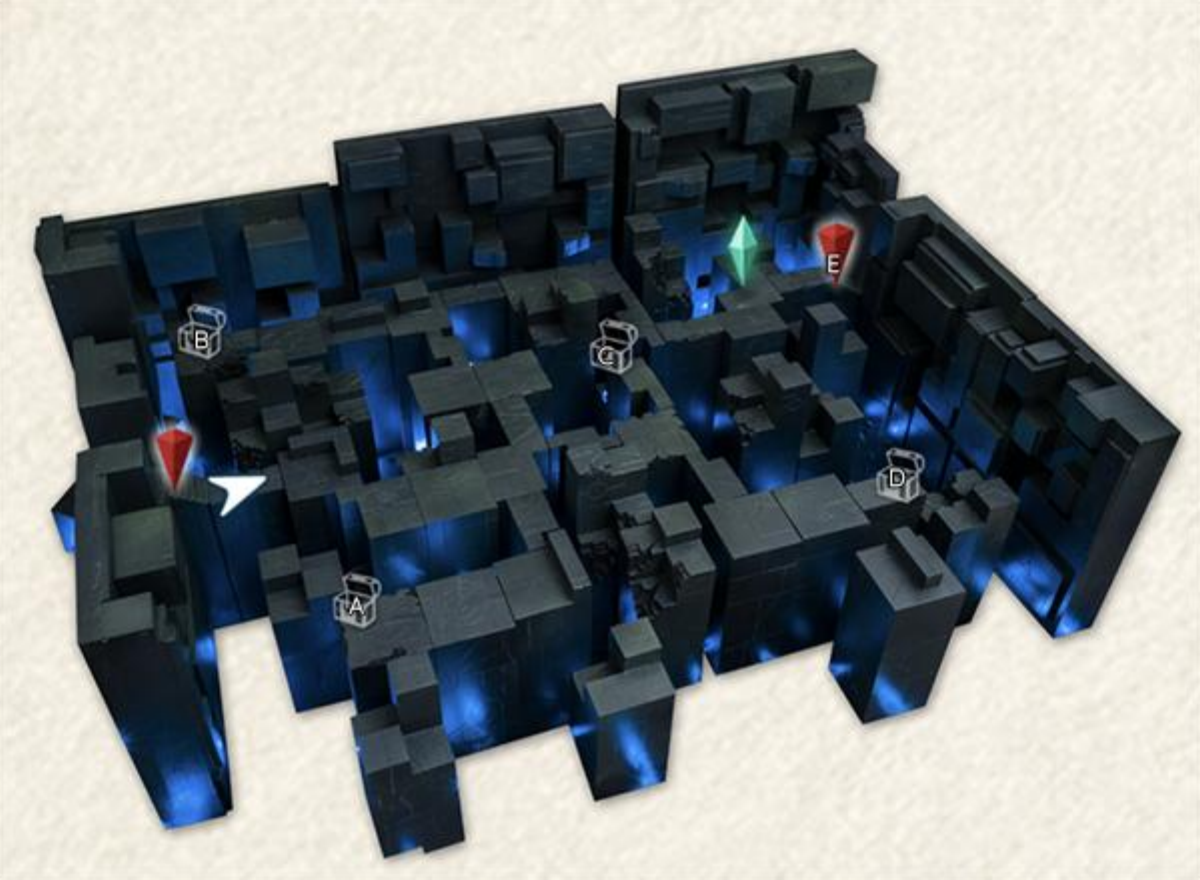
Down here go across the bridge and right to find **Holy Fragment x5**. Return across the bridge and head right to enter the next Toy Box! See you in the next page!

Maxi Toy Box

My lv.	21

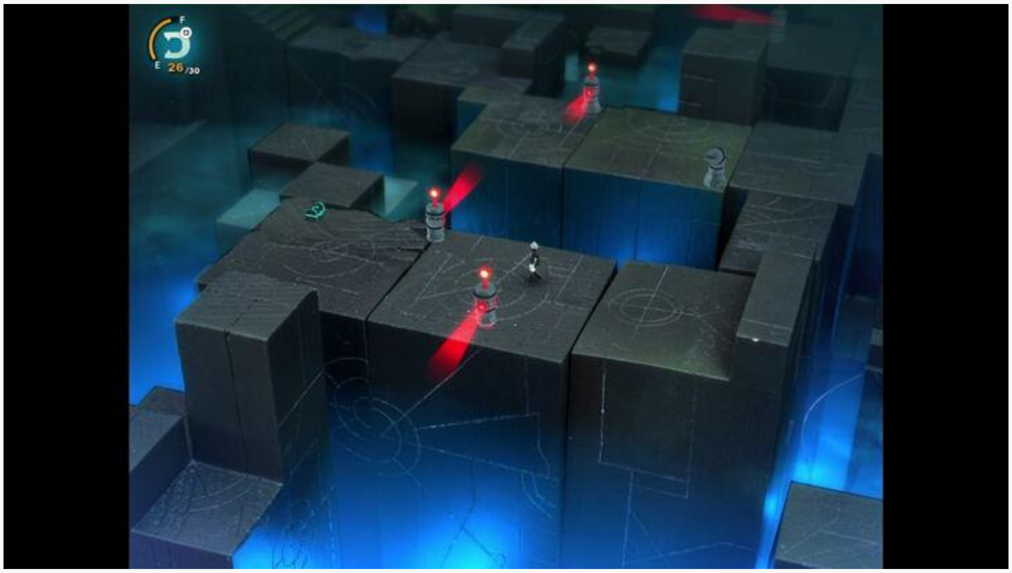
ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Ice Puppet	1490	Fire
Blizzard Knight	2970	Fire
Millethereal	2070	Ice
Fire Puppet	1490	Ice

Path to the Maxi Toy Box
ザ・トイボックスへの地下空間

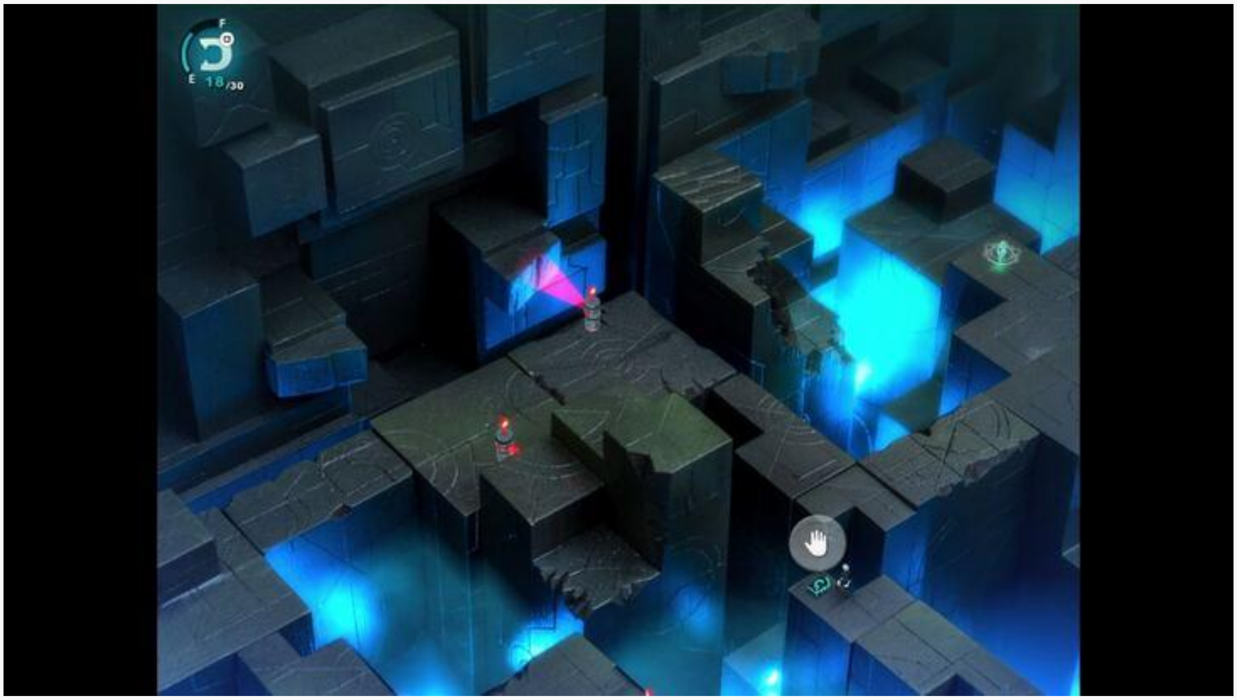


Watch the little scene at the beginning and we'll be attacked by some enemies. These are all enemies weak to Fire so Leo's Fire Slash will work wonders here. If you have it already, Ez's Flame Grenade is the best thing ever.

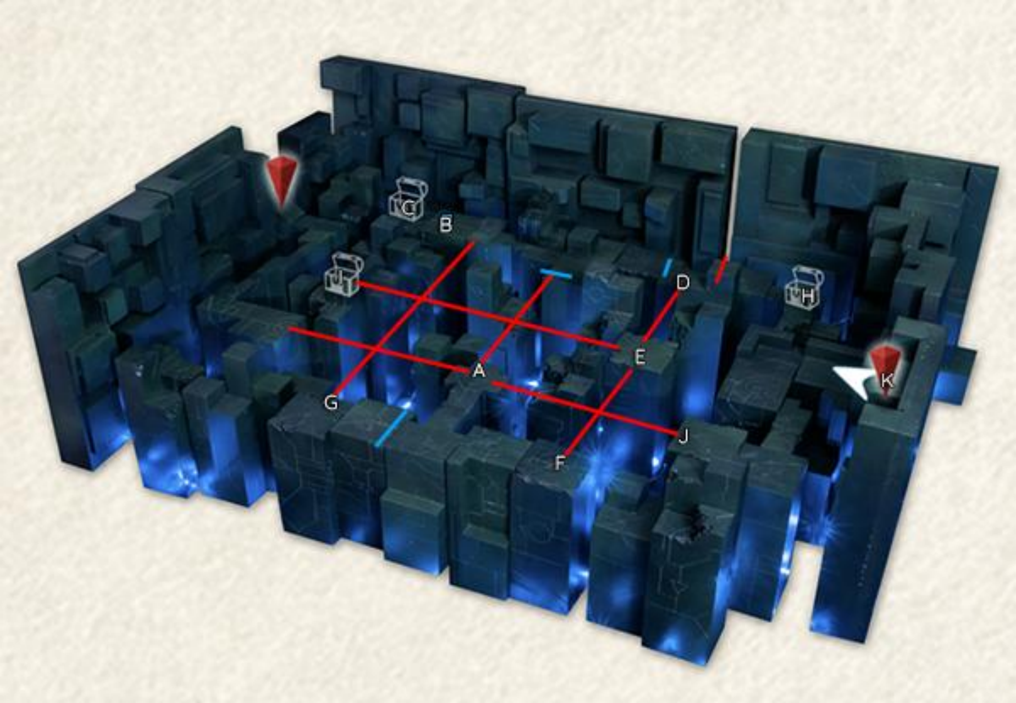
After the fight starts following the blocky path and you'll reach a split. Go south first and you'll find 2 little sentries patrolling the area. Time it correctly and open the chest on the other side for **Fire Fragment x10**.



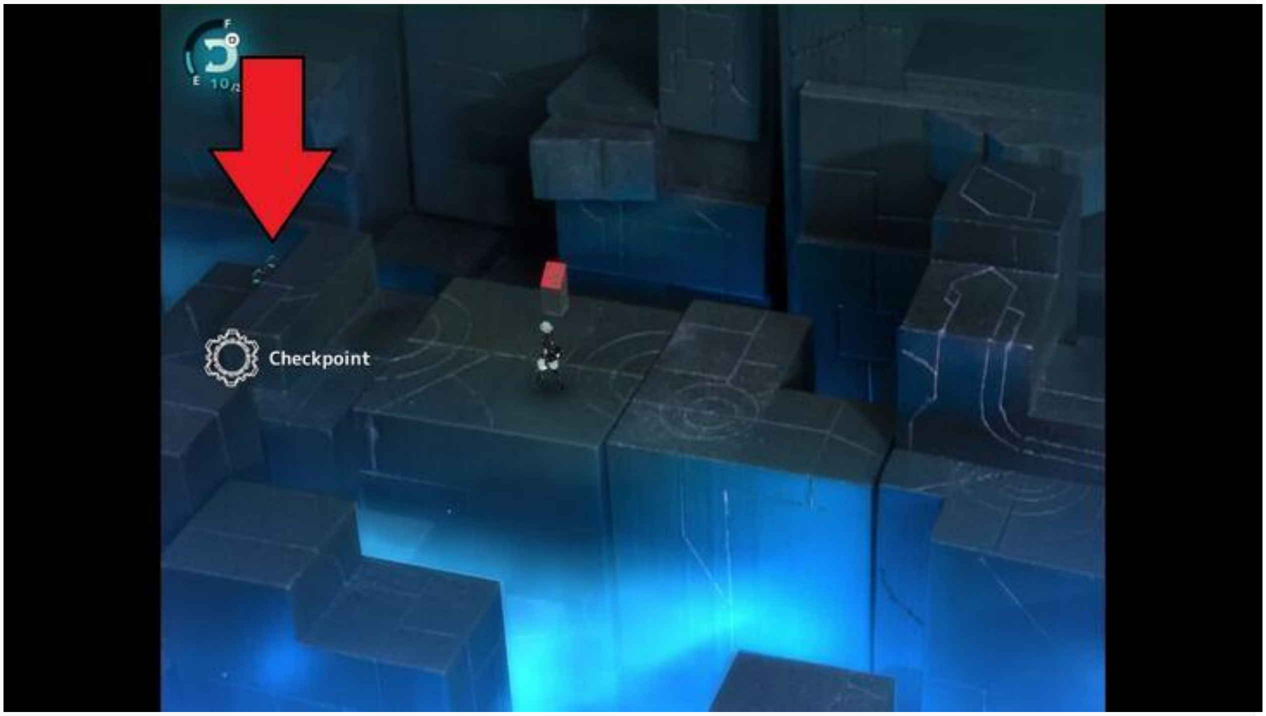
Return to the split and go east now to reach another split with a spinning trap. Time it correctly and go north first to find a chest with **Potion L**.



Return to the split and go south now to reach another trap. Time yourself correctly and grab **Peridot L** from the chest. Return to the 3-way split and head north this time to reach another split. Go west first to reach a chest with **Remedy x3**. Return and go east this time. You'll eventually reach a save point. Save your game and continue deeper into the next area.

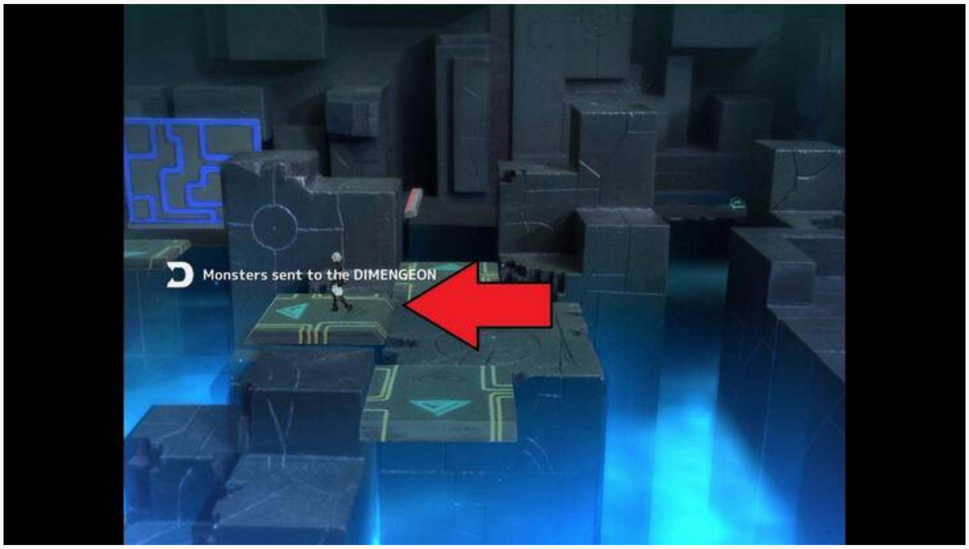


This area is a bit confusing as it has moving platforms that you have to use to get through. Getting through this area isn't necessarily hard, but getting the chest in here can be troublesome! That's why the guide is here! Start by riding the first moving platform across the pit when you get to it and you'll be in a 4-way split with 3 more moving platforms. Use the moving platform to go **UP** across the pit and on the other side go left to find a red device. Before touching it, go left and open the chest on the other side of the wall to find **Potion S x12**.

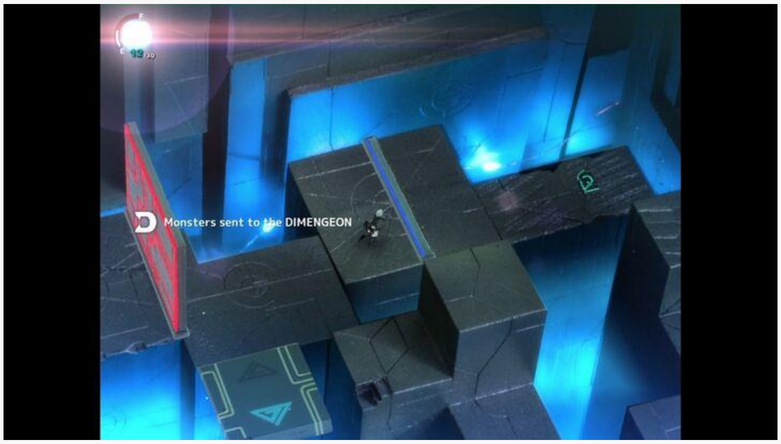


Touch the device now and you'll see it'll lower the red walls and raise the blue walls around the area. This basically blocks the path you used to get here so we gonna go around! Go right now past the blue wall and as you cross the red wall you just lowered you'll see a second blue wall to the right. Behind it is the chest we want to get so remember it because we'll be back in a bit.

Use the moving platform to the south and at the split head west first to find **15000G**.



Return to the split and use the platform to go south. We are back in the area where the first split with 3 platforms is. From here go west past the lowered red door and use the moving platform to reach the colored button on the other side of the pit. Press is to lower the blue doors and raise the red doors. Once you do use the moving platform on the right (the one we used to get to the button for the first time) and we'll be back at the split with 3 platforms. Ignore these 3 (the one going right takes you to the exit) and go around the area and use the lone platform on the right to go UP. Go up all the way and you'll be able to get the chest we saw before. It has a **Blue Quartz**.



Return to the colored button and press it again to lower red doors and raise blue. Once you do use the platform in front of it to cross the pit, then at the split with the 3 moving platforms go RIGHT to reach the end of this area.

In this next area, we'll have a save point. You must know what this means, right? Heal up, save your game and prepare yourself. Read the strat below before attempting the fight. Don't worry, it's an easy one.

FROSTIAN

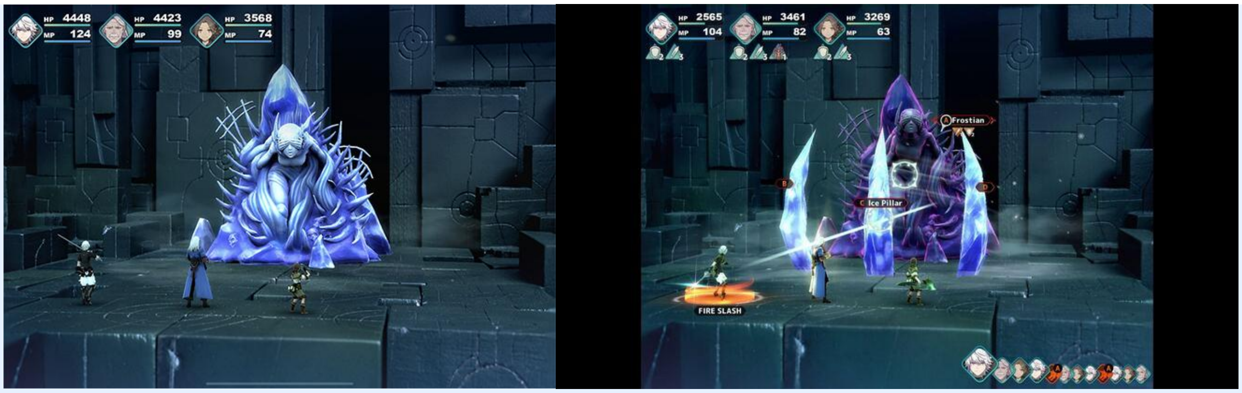
NAME	HP	🗡	🛡
Frostian	40000	300	184

REWARDS	
EXP: 3120	G: 3610

This boss looks really cool! This is an ice boss and as you might have guessed, it's weak to Fire and absorbs Ice (not that we have many ice attacks).

The boss this time around is normally pretty easy to deal with and easy to read. Most of its attacks (if not all) revolve around ice so equipping a Sapphire to lower Ice damage is a smart thing to do. He has an ice spell that hits one character while he has a different spell that hits all 3 characters for a little less.

His most dangerous attack, however, is **Eternal Blizzard**. This attack is divided in 2 stages: it starts with her creating several Ice Pillars in front of her. She starts with 3 pillars and she increases the amount throughout the fight. These pillars don't necessarily attack you themselves, but if you take a look at the turn counter in the bottom right corner you'll see that the boss' portrait will be blinking. This means she'll make use of these pillars when she gets her turn.



Once her turn is up, if you destroyed all the Ice Pillars then she'll do nothing, but if there's at least one pillar remaining then she'll release her Eternal Blizzard attack. This attack can be pretty nasty and wipe your entire party, especially late in the fight when she summons a whopping **9** pillars. Don't get greedy and try to defeat her before the attack (if she's really low on HP). Focus on destroying as many Ice Pillars as you can and healing up. Having DEF UP helps out tons here, as well as Zinikr's Blade Break to withstand the attack. She can also "Change Mode", which basically means she gets like 20% stronger, but that's about it. No new attacks or anything.

As you may have been doing up to this point, Ez will be our main support in this fight, having him use Attack Up All and Guard Up All whenever necessary and obviously use All Potion S to keep the party healed. We have Flame Grenade right now, which usually does 1000 damage to all enemies within the radius. Frostian being weak to fire, that damage goes up to 1500 damage per use, which is quite a bit. Save these grenades for when Frostian creates her Ice Pillars. These Flame Grenades, although won't destroy them, they'll leave them very weak, letting Zinikr destroy them with a Punch.

On the other hand, Leo and Zinikr will be doing their best at dealing damage to Frostian. You'll want to use Leo's Helm Bash to lower the boss' defense and Zinikr's Blade Break to lower the boss' attack. After that focus on using Earth Strike and Fire Slash to attack the boss.

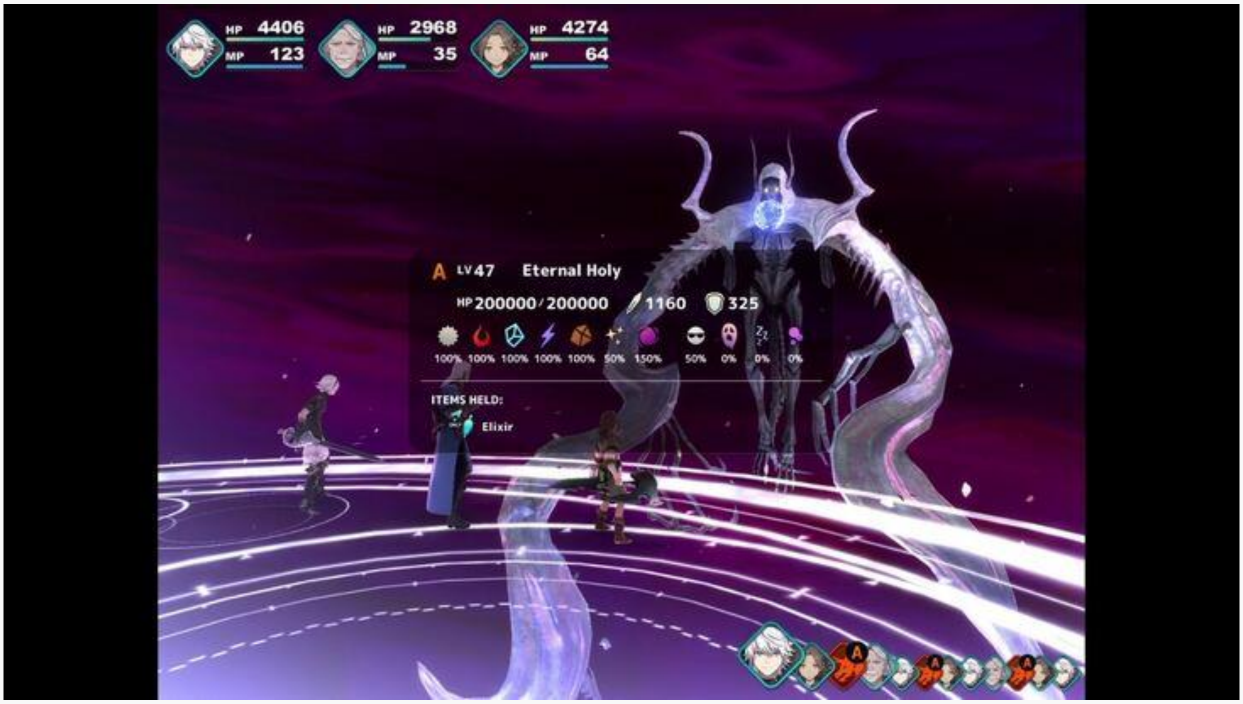
- **Ice**: casts Ice on one character for around 900 damage.
- **Ice Spike**: attacks all characters 3 times dealing around 250 damage per hit.
- **Eternal Blizzard**: attacks all characters, dealing more damage the more Ice Pillars you left up. The damage starts around 900 with just one pillar.

After the fight, you can explore the room we're in if you want. There are some chests in here (one in each corner) but we cannot open them yet. Instead, go right down the stairs to reach the Toy Box proper.

Obtained Blue Jeweled Necklace!

Watch the scene that plays as you enter and we'll have to search the room for Cheryl's necklace. Go ahead and check the table, the bookshelves, and afterwards speak to Ez and Zinikr. You'll need to speak to Zinikr twice to get him to move so you can search the other side of the room. As you do, however, a scene will play where he'll find the remaining pieces of his crystal ball. He puts it together and it'll start showing you all sorts of places and scenes. Watch carefully because it's rather interesting. Leo also recovers his memories, all of them, which is pretty neat!

During the scenes, we'll see a sealed chest here where Cheryl's necklace is. Before you try it, go inside the room in the back (there are no hidden items here except for the **Remedy x3** in the upper right corner) and save your game. There's also a machine for us to buy items. But stuff for Ez's skills (Rock Hammers, Protein Drinks, Pick-Me-Up Flowers, etc) and examine the purple chest on the right. **DO NOT** open it. It has an extremely tough boss that will one-shot you and has 200,000 HP. I totally didn't open it haha.



Once you're ready head to the previous room and open the chest to find... several regular enemies. Yeah, this is the same as if your Dimengeon Machine capped and you had to fight all 30 monsters. It's not bad at all. You cannot scan these enemies but regular attacks (and Fire) seem to work pretty well. No physical attacks on the rock golem in the back as it'll do no damage to it. At the end of the fight you'll have to fight a Gondolan, the little mini-boss we fought back in East Vence. At his point in the game it's just another regular enemy. Take care of it and watch the scene after the fight. It seems it was the wrong chest... and 3 more drop from the ceiling. Which one is it?

Correct answer: none of them. You'll have to fight a battle as you open each one of them (a regular fight, not 30 of them again) so fight all 3 chests and the scenes continue. A golden chest appears this time around. This HAS to be it, right? Indeed it is, so go back and heal up and save your game. Prepare yourself, read the strat down below to know what to expect, and once ready, open up the golden chest to start a boss fight!

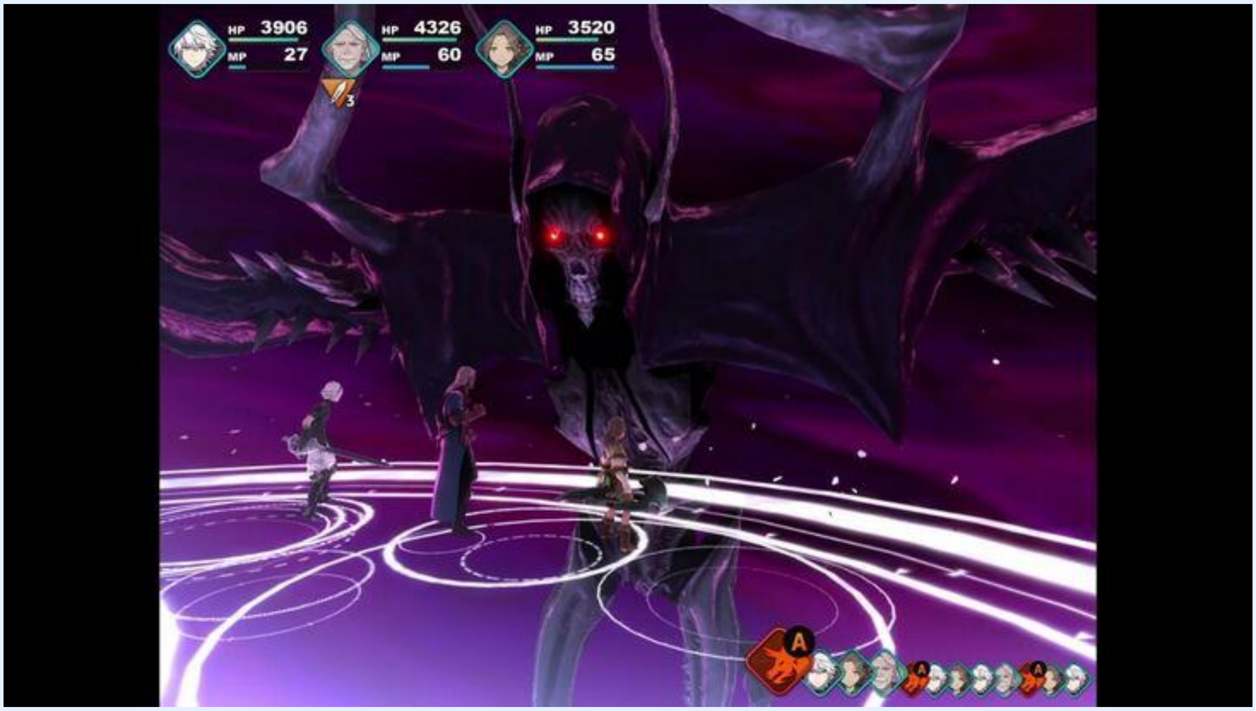
ETERNAL DARKNESS

NAME	HP	🗡	🛡
Eternal Darkness	40000	330	200

REWARDS	
EXP: 50	G: 37

Welcome to the most unique fight we've had in this game. Eternal Darkness is an incredibly large monster that resides inside the golden chest in Leo's Toy Box.

What makes this boss unique is the fact that he's far away from us, which makes him look like a regular boss/enemy. Sadly we cannot do much damage to him due to the distance that's in between us and he won't do 100% either. His attacks are still pretty strong, even from afar, so be careful. We'll need to wait for him to get close so we can do regular damage to him, but at the same time, he'll also do full damage up close, making him even more deadly. This happens every 3 turns. He'll waste a turn to get close to you, and when I mean close to you I mean CLOSE.



Once the boss is close to you, he'll only do 2 attacks and those are with his fingers... as weird as that sounds. Once he reaches his third turn, he'll use Claw of Endless Night, an attack that hits all the party 3 times for a whopping 1500-1700 damage. After this he'll fly back and you'll have to wait another 3 turns for him to come back. So yeah, that's the gist of the fight, 3 turns away and 3 turns close.

This fight is all about endurance. It's not really a hard fight as long as you know what this guy does and how to take care of him. It follows a pretty simple formula really and knowing this will help you out a lot! The one thing I want you to remember: don't get angsty and "don't heal" because you feel like you can take another hit. Having a character die is the worst in this game and will be very hard to come back. Heal if your characters start getting low and make sure to keep that MP up, especially before the boss gets close. You don't want to waste your precious couple of turns you have him close filling up your MP.

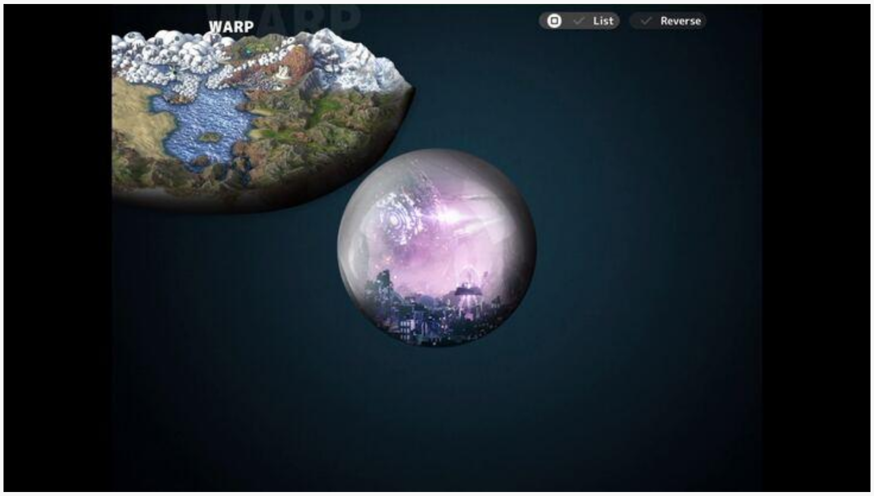
So, just like I said in the previous fight against the ice boss, Ez is going to be your support while Zinikr and Leo will be your main damage dealers. What you want to do is, while the boss is far away from you, have Leo and Zinikr (especially Leo) lower the boss' ATK and DEF the turn before it gets close. You want this so you can take full advantage of the turns he's close. Once he's close, have them spam Earth Strike and Samidare to deal maximum damage.

Ez should stick to healing while the boss is close and, just like with Zinikr and Leo, have him use ATK UP and DEF UP skills before the boss gets close to take full advantage. You want to use the time he's away to fully heal and prep your buffs and debuffs so that when he gets close you can deal as much damage as you possibly can. Like I said above, once close have Leo and Zinikr stick to attack the boss and Ez to heal after each attack. If need be, have Leo use First Aid to help with the healing.

When the boss is getting very low on HP he'll summon 2 Gondolan enemies. You need to defeat them before being able to continue attacking the boss so take them out ASAP. While these guys are out he'll use Energy Drain to suck your HP.

- **Dark**: casts the spell dark on one character for around 600 damage. Not bad.
- **Disaster**: a nasty attack that he uses when afar. It doesn't do that much damage (around 350 damage to all characters), but it can also inflict ATK and DEF down on the entire party, which really sucks.
- **Fingers**: when he gets close he'll stick his fingers through the platform you're standing on and smash all characters for around 900-1100 damage.
- **Claw of Endless Night**: similar to his finger attack, but this time it legit looks like he's trying to scratch your characters, hitting them 3 times for around 550 damage each hit.
- **Summon**: summons 2 Gondolan enemies.
- **Energy Drain**: hits all 3 characters for around 600 damage and absorbs 1/3 of it.

Watch the scenes after the fight and Leo will finally fix that Warp Machine of his! It's even better now as it'll also let us warp to the Machine World where Cheryl and Kina are. Nice!

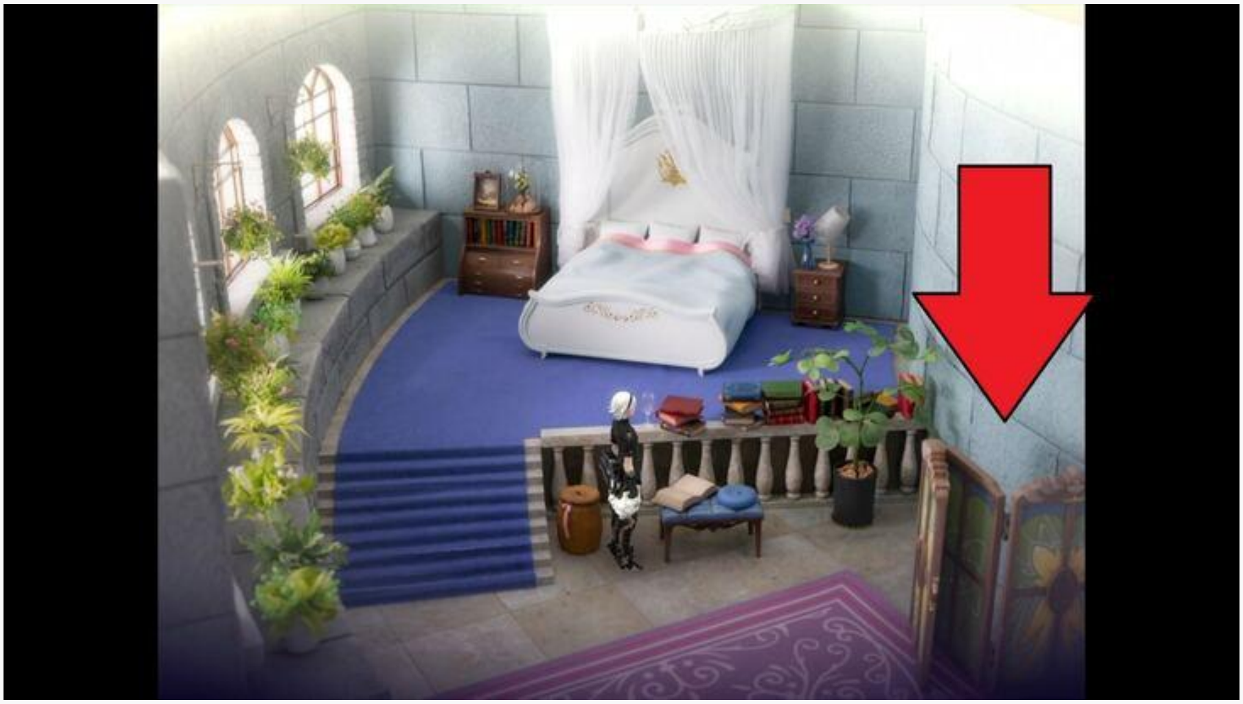


And with that, we're off to the Machine World... not! Although we can go right now, there are TONS of things for us to do so continue reading as we're going to go through it all!

This section will be all about finishing up stuff we haven't been able to finish, as well as grab a whole bunch of loot. Start by warping to the Outskirts of Vibra since we're nearby and to speak to Ez's little brother to complete his sidequest.

- True Dimengeon

While we're still in Vibra, warp back to **Cheryl's Bedchamber** and here check behind the room divider on the right side of the screen to find a hidden chest with **Elixir x2**.



Warp now to West Vence. Head to the house on the northern side (behind the restaurant) and complete the sidequest here. Remember we got a sidequest back in Vibra from an old man wanting us to deliver a letter to his friend in Vence? Well, we can do that now (second link below).

- Knuckles Development
- Letter to a Friend

Warp to En - Square and go visit the man at the restaurant. Talk to him and you'll let him know what happened with Cheryl and Kina. He'll give you **Energy Drink x20** to help you out. Nice! You still can't do anything in the back room and its lever, but you'll be able to in a bit. Now warp to Owen's house in the Old District and let him know what happened. He'll help you out by giving you an **Old Coral**. This one increases healing magic and item potency on character equipped.

And that's about it for right now! Now open up your Warp Device, select the **Machine Realm** and head to **Thaumatech Factory**. See ya there!

Thaumatech Factory

My lv.	25

ENEMIES		
NAME	HP	WEAKNESSESS
Dragoon	2700	Thunder
Guard Pod	1620	Thunder
Guard Pod 2.0	1750	Thunder
Guardrone	1690	Thunder
Key Orbling	3500	None
King Dragoon	2730	Thunder
Guardrone 2.0	1870	Thunder

Thaumatech Factory
魔導工場

Remember this place? Yeah, this is the very beginning of the game. We are in the same area that Kina and Cheryl were, only that a bit different. After the initial scene go left and open the chest behind the wall for a **Heal Stone**. The other side of the wall has 2 chests, but you need Machine Keys to open them.

With that out of the way start moving forward and you'll see something familiar... yeah, this is the area where we fought our first boss and Leo got warped to the Human World. Use the save point here and head down the elevator. Go down from the 4-way split and follow this path to the save point. Heal up, save your game and prepare yourself because as you continue you'll have a boss fight, and a tough one! First, you'll enter the boss fight **BUT DON'T DO ANYTHING**! Attack normally only because it'll repair itself every other turn for 99999HP, making it impossible to kill. You'll want to keep attacking it until it heals twice, which will trigger a scene and end the fight. The voice that's been talking to us will help out and knock out the machine, getting rid of the repair machines, and allowing you to actually kill the boss.

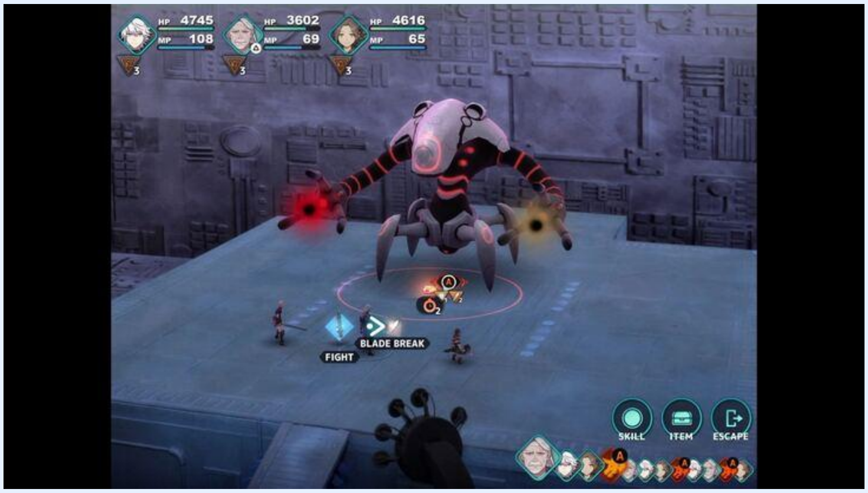
ROBO ORGANIZER COMPLETE

NAME	HP	🗡	🛡
Robo Organizer Complete	40000	331	216

REWARDS	
EXP: 6150	G: 7110

Time to fight the very first boss in the game, but this time it has "Complete" in its name, which means it's much stronger than its predecessor. It is still weak to Thunder, and thankfully we now have Leo's Lightning Slash and Ez's Shock Grenade.

This fight is something else. Each of the robot's attacks hit like a truck, they hit hard so Ez will be working overtime during this fight keeping up with the healing. For attacks, the robot's regular attack hits pretty hard and it's necessary to heal as soon as you can. One of the unique moves this guy has is his Elemental Resistance Down missiles. He shoots some missiles at the party and reduces your elemental resistance to either Fire or Earth. Right after he'll raise both arms they'll have a red and a brown energy orb.



The red orb will shoot a fire laser while the brown orb will shoot an earth laser. These lasers hurt... **A LOT**! He'll use both in the same turn, which is horrible. They do, at the minimum, around 1400 damage to the entire party or, if you were hit by the elemental resistance down then it'll hit for around 2000 damage. That's a lot of damage! What you want to do here in this case is to destroy the hand that has the elemental beam you're weak to. He hits you with Fire RES down, you destroy the right hand with the red orb. If you can you obviously want to destroy both hands, but if you can't, focus on destroying the one hand that'll wreck your party. Also, note that they're also weak to their elemental counterpart (earth to lightning and fire to ice) so go ahead and use this to your advantage.

Right after the previous attack, it'll go into **Overheat** mode, which puts him out of commission and he'll waste his next turn by using it to get back up. As his HP gets lower and lower, it'll go into **Overclock**. He'll start using moves like Combination Attack, which is basically 2 regular attacks in the same turn and, sometimes, he'll use his missiles/laser combo.

For this fight, like I said above, we're going to have Ez work overtime in the healing department, as well as using Guard Up All to keep our DEF up. You do not want your HP to get below 70%, especially when the boss goes into overclock. This is because he'll be attacking and preparing his missiles, giving you little to no time to heal AND destroy the arms. His Guard Up All is also VERY important to reduce the damage you take.

Speaking of reducing damage taken, Zinikr's main role here will be to use his Blade Break to lower the boss' ATK. This and Guard Up All will drastically decrease damage taken, which will make your life easier. If you don't need to use Blade Break, use Earth Strike as much as you can. Just don't use it on the earth energy orb as it'll take reduced damage. As for Leo, pretty much the same as Zinikr, use Helm Bash to lower DEF on the boss and stick to using Lightning Slash throughout the fight. If needed be, help Ez heal. Make sure to also use Lightning Slash on the earth energy orb to deal extra damage and destroy it faster.

Overall it's a simple boss with very few attacks. The only downfall is the amount of damage this guy can put out.

- **Attack**: hits one character for around 1200 damage.
- **Elemental Resist Down Missiles**: shoots a pair of missiles at your party that does no damage but reduces either your **Earth** or **Fire** elemental resistance.
- **Fire/Earth Laser**: this is the attack right after the previous missile move. These lasers will do around 1400 and 2000 damage depending on the elemental resistance he reduced.
- **Combination Attack**: his regular attack but hits twice.

Watch the scene after the fight and proceed to the next area afterwards.

As you follow this passage another scene will play with the guy talking in our heads. Continue on to the next area afterwards to find an elevator immediately to your left. Go down this elevator to find a chest (remember we couldn't get this one as Kina and Cheryl?). Open it up to find **Ether L x3**. Return up the elevator and use the one at the end of the path to reach the area just outside the little Machine Village.

Watch the little scene that plays in here and approach the robot ahead of you. He'll tell you to go visit the robot kings. You know who he's talking about right? Head inside and go to the top room to trigger a scene with Prickle and Clicker. Watch the lengthy scenes that play here and we'll be on our way to rescue Kina and Cheryl. Before we leave, make sure to speak to Prickle and Clicker. They'll give you the locket you dropped at the beginning of the game. Nice!

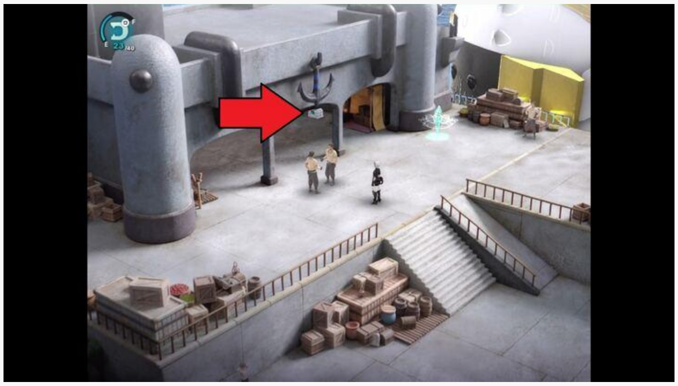
Go ahead and rest using the bed in the next room and save up your game as well. You can check the machines outside (on the left) to buy items and jewels. Head right now and approach the shutter gate to trigger a little scene. It seems Vam the Malevolent is behind the door. Yes, we are going to fight him and yes, we have to defeat him. Zinikr suggests going back and prepare before confronting him. Yes, I agree. There's a couple of things we can get before continuing, and all of them are really good.

Gathering Items

NOTE: You MUST trigger the cutscene at the door that leads to Vam otherwise most of the following chests/items will remain inaccessible.

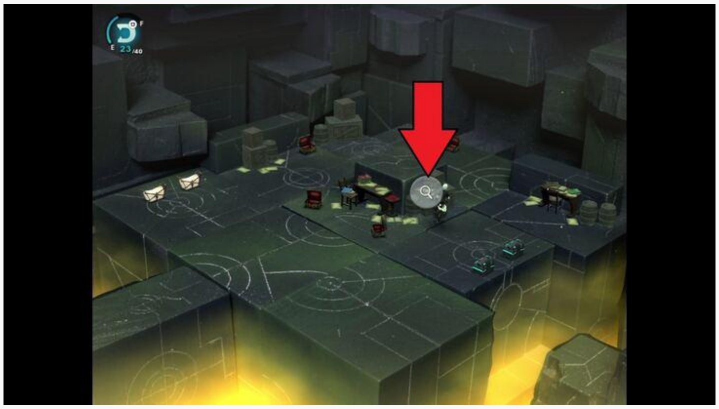
Warp to the Uzra's **Hall** and go to where the door to the engine room is to find 3 white chests. You'll need a Mechteria Key to open them but they have a **Rutile Quartz**, **Tactical Vest**, and **Bionic Bangle**. Also go ahead and enter the room where Sebastian is (he's still here). We'll let him know what happened to Cheryl and, after an earful, he'll give us the **Vibran Secret Stone**.

Warp to Vence's harbor and go to the save point. Under the roof on the left of the save point is a chest that needs a Mechteria Key. Open it up to find an **Elixir**.



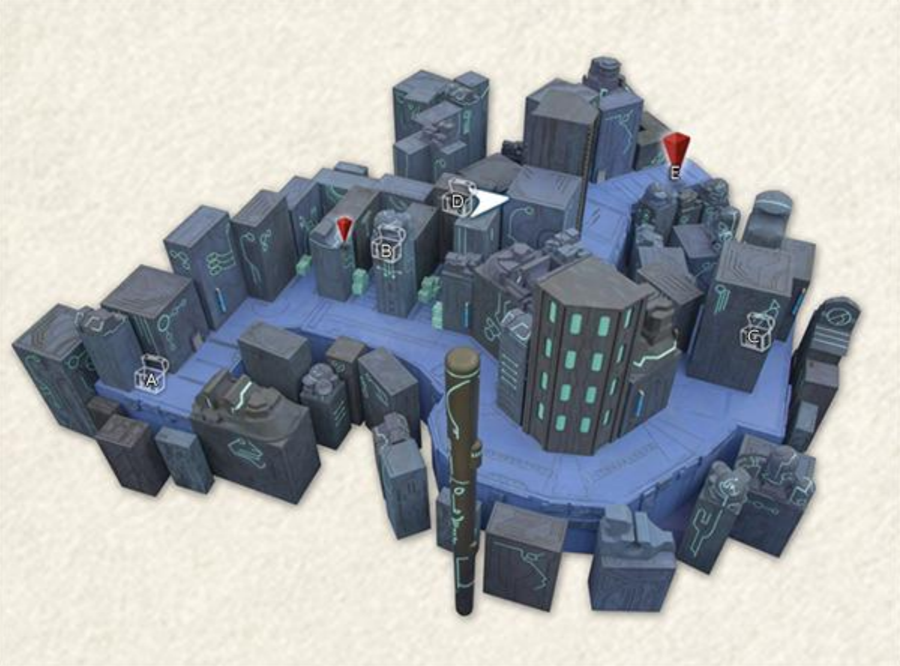
Now go right towards the Uzra and you'll see the sailors with 2 more white chests. Open them up with Mechteria Keys to get another **Tactical Vest** (best armor in the game thus far) and a **Hermes Stone**. Now go ahead and warp back to En's Mini Toy Box. Remember that lever that did nothing when we pulled/pushed? Try again and Leo will remember... you have to twist it! Do so and a chest will appear in the previous door. Go open it up for a **Ceramic Blade 2.0**. This is a weapon for Leo and it's incredibly good as it increases your EVA.

Go ahead and warp to Vence's Hidden Room and check the little bump next to the barrels in the center of the room. You don't need to push it but pull it. Do so and 2 more chests will appear in this room (we still have 4 to open!). Open them up to find **Delta Knuckles** (weapon for Zinikr) and **Quark Edge** (weapon for Ez).

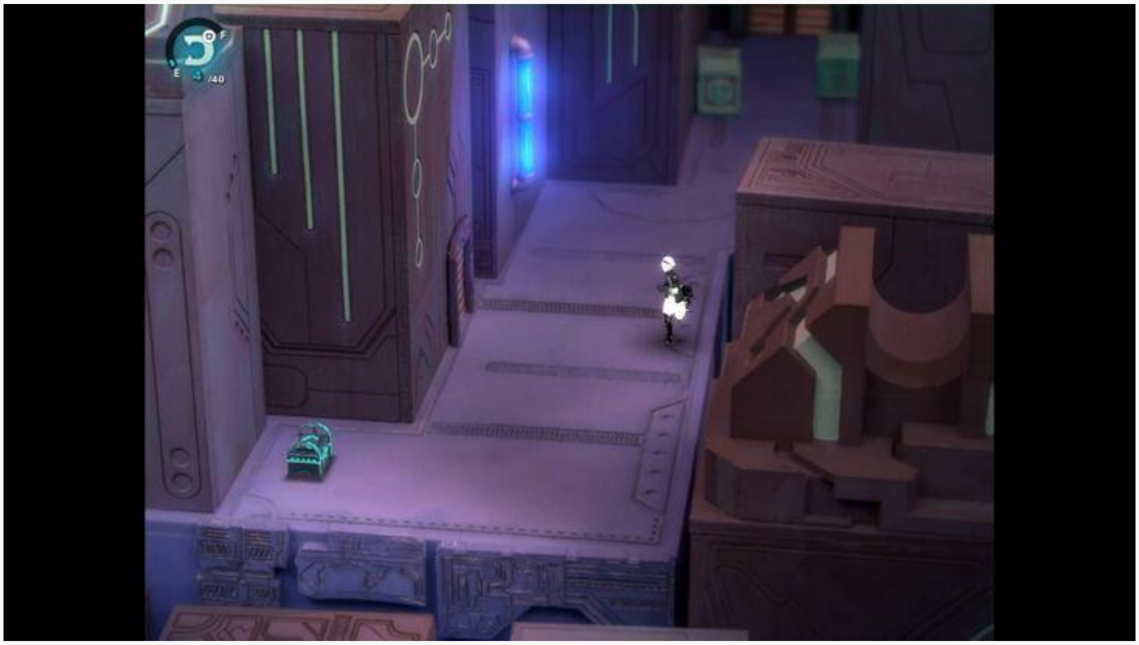


And that's about it. Once you're ready, warp back to the Machine Realm's Secret Base and go through the shutter gate to get to the next area.

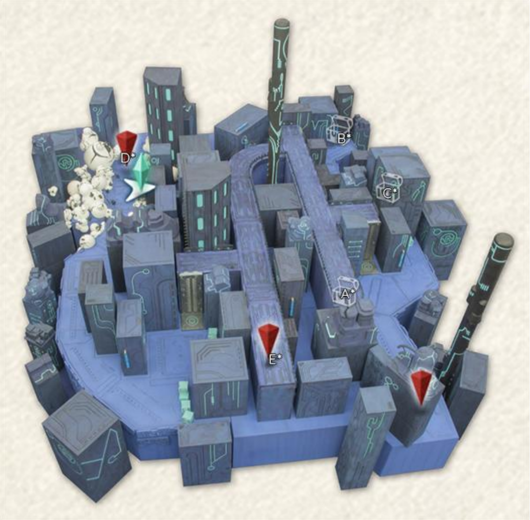
Path to the Wormhole



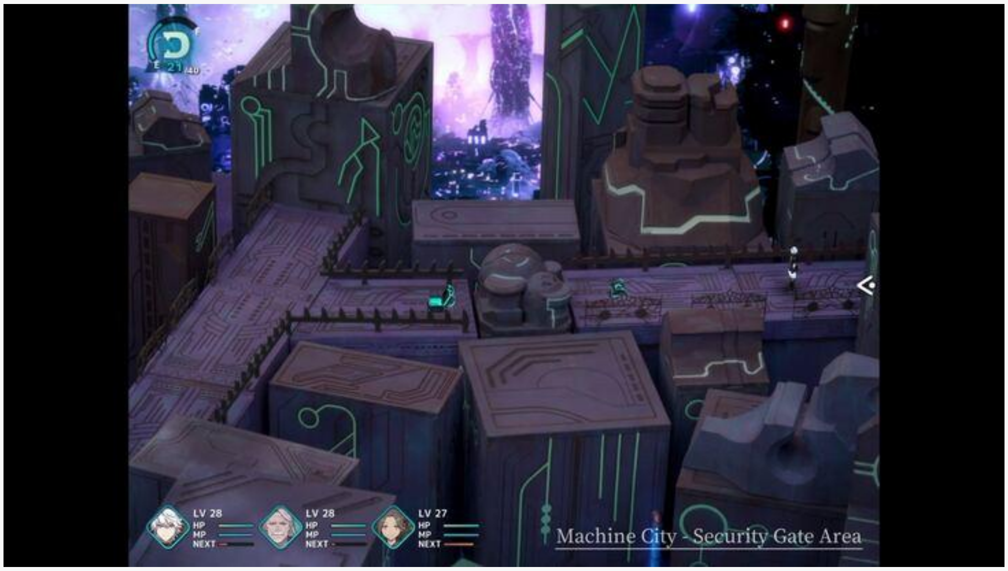
This area is short so let's get this over with, shall we? From where we start, start by going down to find a chest at the very end with **Potion L x5**.



Go right and up the passage next to the entrance to find a sneaky little chest with **Magic Crystal x10**. Continue going right and when you reach a split follow the lower right path first to find a chest with **Bomb Kit x5**. Head up from the split now and at the next split follow the upper right path to find a chest with **Ether L x5**. Follow the lower path this time around to have that guy talk to us telepathically once again.



After the scenes and we'll regain control in the next area. Use the elevator to go up and once in the upper passage go left first to find a chest with **Protein Drink x20**. Go right now and head down the elevator at the end to find 2 chests down here, one to the left and one to the right. These have **Hard Shell x20** and **Clock of Truth x20**. Return up the elevator and go left at the split before it. Follow this passage to reach another split. Go south first to reach a familiar area. Open the chest here for an **Elixir**.



Return and go down the elevator on the left now. Down here follow the path and save your game at the save point when you get to it. Heal up, prepare yourself and read ahead because we'll have the hardest boss fight thus far. I died a couple of times to him (and my iPad crashed twice too) so I was stuck in this fight for hours.

After defeating the boss we'll be in a point of no return! We'll not be able to go back so if you still have some sidequests that you haven't finished, this is the last time you'll be able to do so! GO FINISH THOSE SIDEQUEST!

The start of this will very similar to the fight against the Robo Organizer we just fought, in which you'll enter an unwinnable fight. Attack him but don't even bother healing. I highly recommend you do analyze him so you don't waste a turn doing that in the real fight. You'll see him do an attack in which he releases some light blades. This attack will automatically kill you, trigger a scene, and then the actual boss fight! I hope you're ready and... if you die a couple of times, please don't throw your phone/iPad haha.

VAM

NAME	HP	🗡	🛡
Vam	60000	376	248

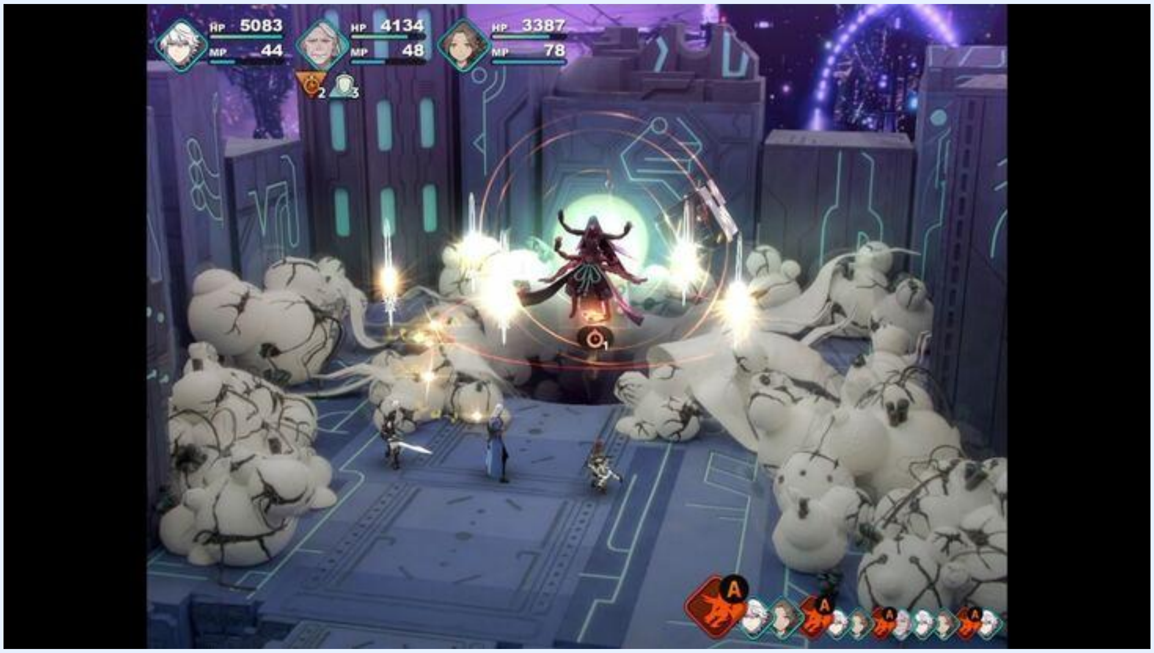
REWARDS	
EXP: 11970	G: 8370

We are finally fighting Vam, and this time we need to beat him.

Vam is hard, very hard. This is a boss that will hit hard no matter what he does. His regular attack hits for a TON. He also has an attack called Triple Edge in which he'll waste a turn focusing on one party member (pray it's not Ez) and right after his next turn will get here much quicker. When it gets here, he'll release 3 attacks on that character, each of them doing as much damage (if not a little less) as his regular attack. This can mean instant death to Ez.

He also has support spells like slow (which makes your next turn come much slower) and Dimensional Distortion, a nasty move that lowers your ATK and DEF to all party members. If this happens, make sure to have Zinikr use his Iron Wall skill while Ez uses his ATK Up All to return to normal. ATK is not as important as your DEF so make sure you at least do that one.

His most powerful attack is Rain of Blades, which is the same attack he used to wipe you prior to this fight. He releases several swords of light (starts with 5) and you'll have a couple of turns to destroy them. They have 1500 damage and are weak to holy, but we don't have any holy attacks so don't worry about it.



This attack is what's going to really piss you off because you have very little time to destroy these swords and, if you're damaged, you have to think carefully whether you heal yourself or destroy these swords. The attack works like this: he'll hit your characters randomly depending on the number of swords you left whole (you leave 5 swords, your party will get hit 5 times randomly). Each of these attacks will hit for around 900 damage, which isn't too bad.

The issue is after the swords. Vam will raise his actual weapon and cleave it into the ground in front of you, dealing between 2500-3000 damage to all party members. Yes around **3000** damage! Do note that this with 2 light swords still up, Vam **doesn't** have ATK down and my party doesn't have DEF up. Having 1 light sword up and Vam with ATK down, you can mitigate the damage a lot, the latter 3000 damage attack goes down to about 1900, a massive difference. Also, the little sword attacks go from doing 900 to about 650-700. **NOTE** that if you manage to destroy the light blades before his turn you'll be able to cancel the attack altogether.

The above goes to show you just how important having DEF up on your party and ATK down on Vam is in this fight. It's usually important in boss fights to have, but especially in this one can be the difference between life and death. Another **VERY** important thing to mention here is your MP: once it gets to 30ish, use an Ether. You have no idea how many times Vam started his Rain of Blades attack and either Zinikr or Leo had no MP, getting me killed because I needed to use an Ether or attack a single light sword.

Nearing the end of the fight Vam will start releasing 7 and 9 light swords, making it more certain your death is coming if you do not get rid of the swords. A very good tactic is to use Ez's Charge Bombs. Although these take 3 of Ez's turns to activate, it deals 3000 damage to everything in range. Usually, if you time it right, you can hit Vam for 3000 damage and destroy 2 or 3 of the light blades around him. You usually want to throw a bomb right after he does his Rain of Blades attack, which would normally give you exact timing for the next Rain of Blades.

The basics of this fight is pretty identical to the last couple boss fights we've had thus far: have Ez be your support 24/7. I recommend you have him only use Guard Up All and heal and not worry too much about increasing ATK. If you have time, go ahead and increase ATK for the party. If you can't don't worry about it. You want to have DEF Up at all times because Vam's attacks hurt a lot. If Zinikr has the Iron Wall skill already, have him use it in case Ez needs to heal and you need DEF Up. I recommend you only use it if you need to because it uses a lot of MP and Zinikr doesn't really have a lot. Ez should also use his Charge Bombs often to try and destroy Vam's light blades.

Besides that, Leo and Zinikr will want to use their ATK/DEF Down move and focus on attacking, with Leo helping out from time to time with the healing. Don't be afraid of using all of your Potion Ls and even toss some Elixirs if you've been getting them. This IS a big and difficult fight and a lengthy one but I know you can do this!

- **Attack**: hits one character for around 1500 damage.
- **Triple Edge**: this attack takes 2 turns. In the first turn Vam will focus on a target. His next turn will be accelerated and once he gets it he'll release 3 strikes, each doing as much as a regular attack, potentially doing 4500+ damage to one character.
- **Slow**: cast slow on a party member.
- **Dimensional Distortion**: inflicts ATK and DEF down on all party members.
- **Energy Drain**: hits all party members for around 1100 damage and absorbs 1/3 of that.

- **Rain of Blades**: another 2 turn attack in which he starts by releasing swords of light (starting with 5). If you don't destroy them in time for his next turn he'll use them to attack your party, dealing around 900 damage per hit (randomly on party members) and afterwards hits all party for around 2500-3000 damage.

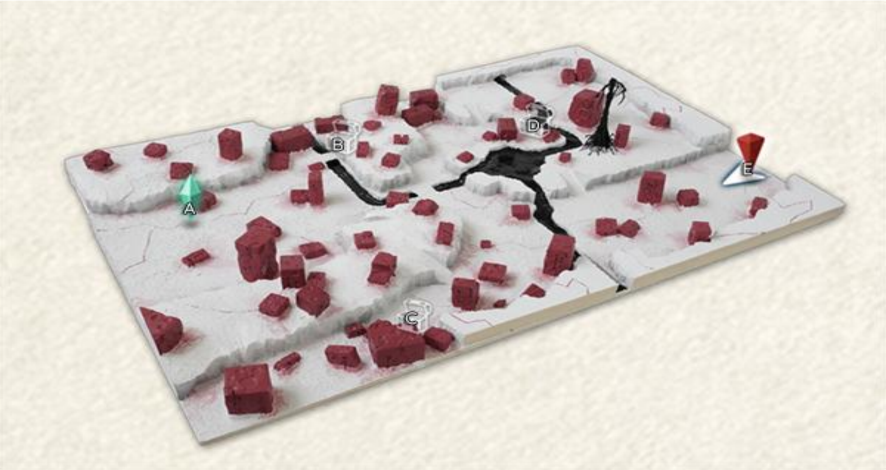
After this extremely difficult fight you'll have some VERY interesting scenes! Wow! When you regain control, go ahead and jump down the hole. See you in the next page!

Chaos Fields

My lv.	29

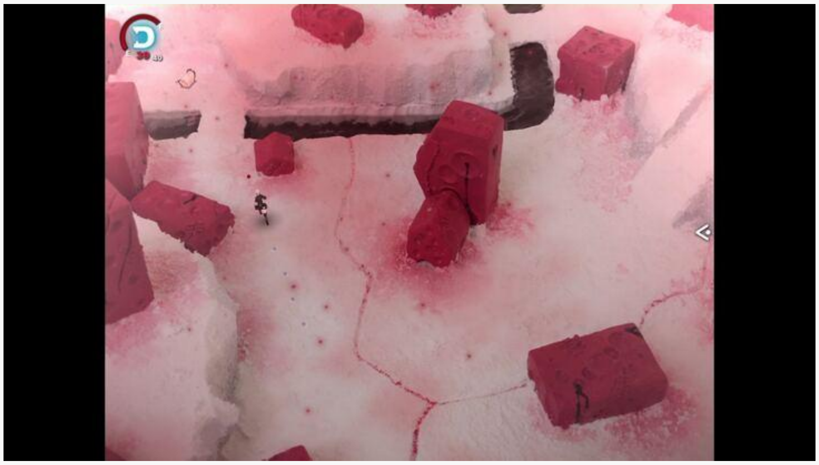
ENEMIES		
NAME	HP	WEAKNESSESS
Grand Chaos Wolzas	1870	None
Chaos Wolzas	1800	None
Chaos Sandphin	1930	None
Chaos Bomb	1880	None
Chaos Kackle	3180	None
Chaos Piranhara	970	None

Chaos Fields
混沌の大地

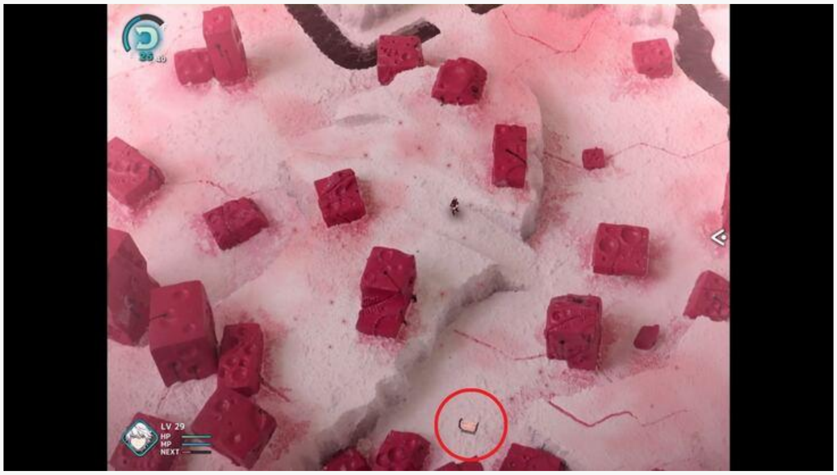


We are in an unknown world and all alone. Where is everybody? This is where we'll be playing with Leo alone so I hope you emptied that Dimengeon Device or you'll have a hard time here! Do note that the encounter rate here is much lower than usual. This is because Leo is alone.

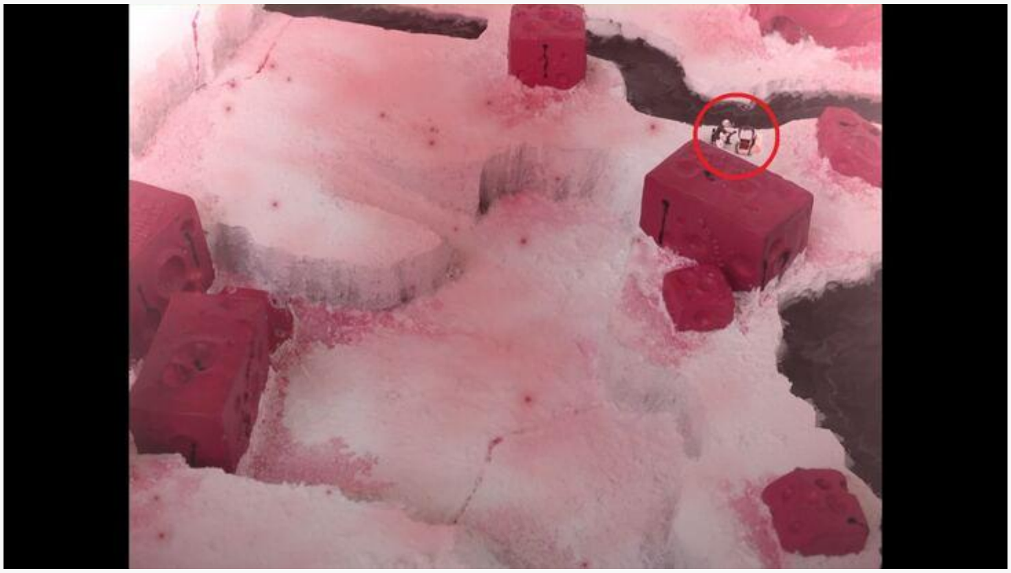
Go ahead and save your game like RIGHT NOW. Go northwest from the save point towards the chest you see and open it to find **Iolite**.



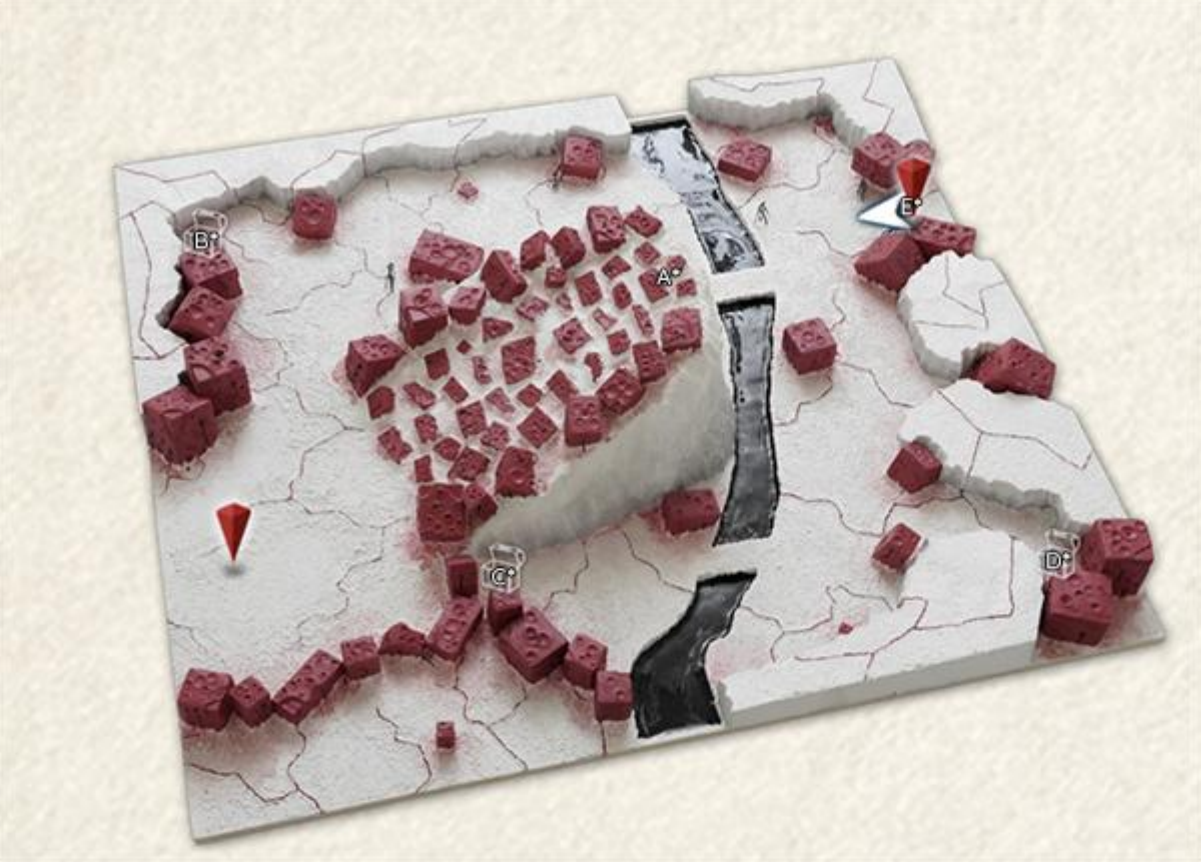
From here go right and as you go over the hill you'll find another chest. Open it up for **Heal Stone**.

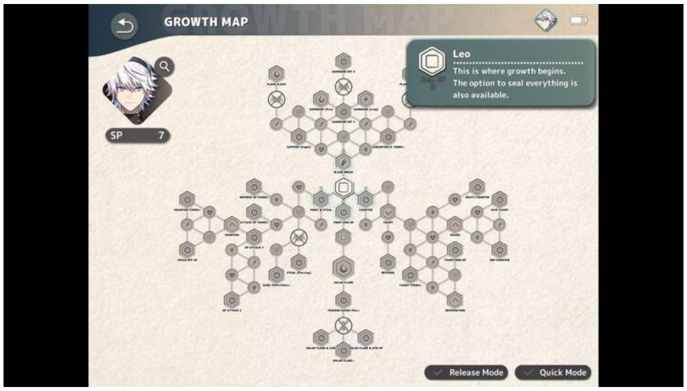


Follow the path now and a little scene will play. After the scene, cross the river, go up the slope when you get to it and at the top go right and open up the chest for an **Ether L**.



Cross the river to the north now and another scene will play. Afterwards, go right and follow the path until you raech the next area. In here approach the people to trigger a rather lengthy and interesting scene. After the scene, Leo will equipped the **Divine Arm** and gain the passive skill **Fire Attack 1**.





Leo

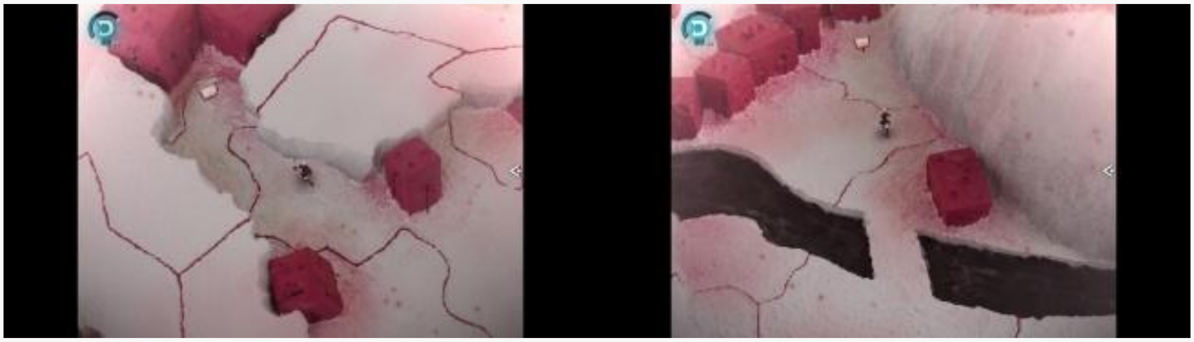
This is where growth begins. The option to seal everything is also available.

Yes, it seems we'll now be getting these Divine Artifacts for probably the other characters. You may remember correctly that Cheryl already had the circlet equipped that gave her Ice Attack 1, so I have a feeling we'll be getting one for each character. Nevertheless, we'll also unlock the **Growth Map**. For this, you'll need to use SP to unlock new skills. You get SP by leveling up. Sadly, it doesn't give you SP for all the past levels you've gotten so far so we'll start with very little SP.

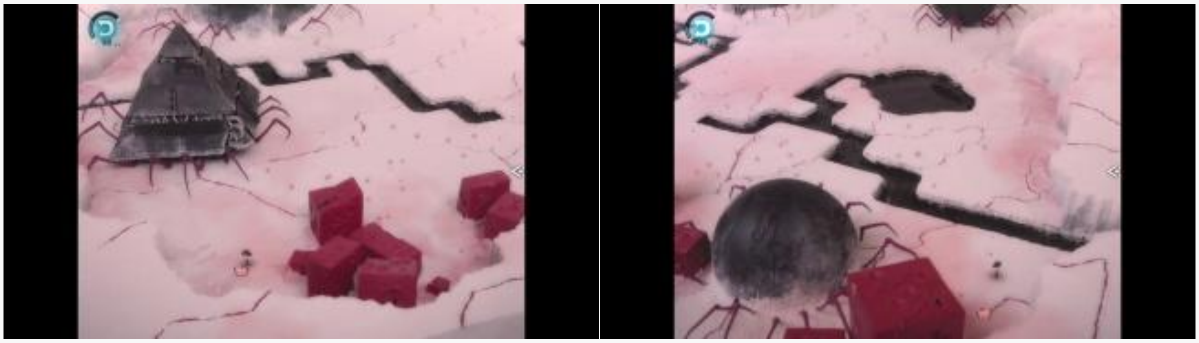
I had 7 SP at this point so I don't know if the amount you get is based on your level, but I used it to unlock **Fight & Steal** and **Fight DMG Up**. Note that you can always "release" and get back the SP so you can use it for another skills.

And with that, head back down the slope and go left but instead of following the path to the right as the camera changes, go left first to find a sneaky chest with **Potion L x3**.

Continue moving forward and you'll find Prickle and Clicker. After a little talk they'll join the party and give us **Heal Stone x3**, **Potion L x10**, and **Ether L x5**. With the pair in your party, simply continue following the path, cross the river and before you enter the next area head right to find a split. Going left nets you a chest with **Elixir**, and going right across the river nets you a chest with **Large Jade**.



Return and now enter the next area. Here save the game and before you head north across the river, go right and left to find a chest on each side, one with **Ether S x5** and the other with **Pearl L**.



Head north across the river now to trigger a little scene. It seems there's a building nearby that looks like a spider. During the scene we'll be fighting a Chaos Zoragon! I don't think this is a boss since it's a simpe fight, but you'll want to be careful because we only have 2 characters. Chaos Zoragon has a little less than 16000 HP and has a couple of horrible attacks. One of them is Acid, which hits for a little over 1000 damage and inflicts DEF down. He also has Call, which summons several weaker enemies. The one thing I can tell you is **NOT** use Prickle's Frenzy skill. It sounds amazing but it misses a lot and you cannot control who gets hit, so stick to using Lightning.

After the fight approach the building and enter it, which is the **Laboratory**.

Laboratory

Watch the scenes that play in here. That woman was watching us from here. Save up your game and examine the sparkles on the right side of the room to have the scenes continue. We are introduced to the woman that was checking on us, **Valrika**

It seems she's the only one here in this world of Chaos. Follow her into the room to the right and talk to her again. She'll tell us about all of Bernard's research is here. Check the panels to the right of the door (starting with the yellow one) and start checking them out. There are 4 total and a scene will play afterwards. Speak to Valrika to have the scenes continue afterwards. All of this is VERY interesting! She'll give us a purple Warp Device that Bernard created, but it seems we cannot use it just like that.

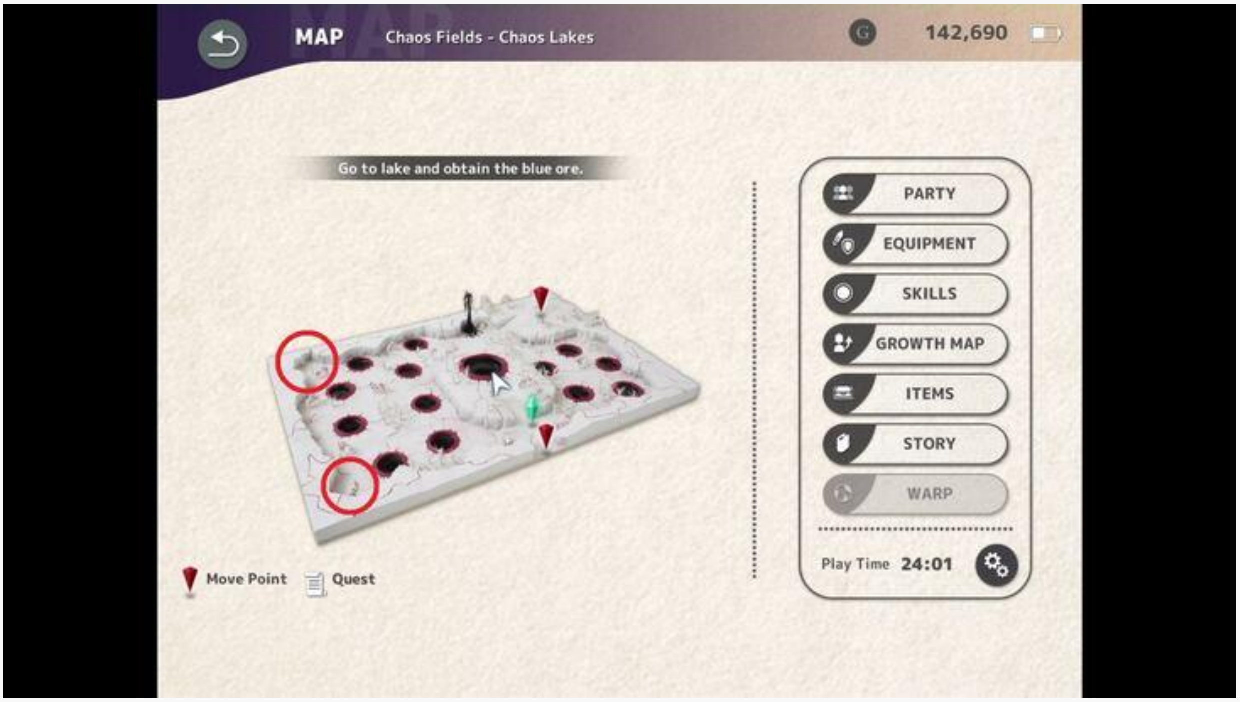
Return to the entrance of the laboratory and more scenes will play out. She'll tell us that we need to go to Chaos Lakes and get one of those "stones". She'll also let us use the shops here. You'll then regain control and Valrika will join the party! NICE! Go ahead and check her out in the equipment and skills menu. She's a fantastic characters! She's all about Dark spells and debuffs. She can use ATK and DEF down skills that hit all enemies in a line, similar to other spells. This is great! She also has fantastic damage output, which is always a welcome addition to the party.

Sadly, the shops don't really sell any really necessary stuff. Stock up on items if you need to, but the weapon shop doesn't have much as of right now. Get a Tactical Vest for Valrika if you want to swap out her Bionic Bangle. Also, the General Sword is weaker than Leo's current weapon, the Ceramic Blade 2.0 (which you SHOULD have), but it has piercing so I don't know if you want it or not. Completely up to you.

Save your game now and leave the laboratory. To reach the lakes head northeast to reach the area.

Chaos Lakes

Watch the scenes as we enter and they'll be talking about the aped predator of the area. I DO NOT like the sound of that! Anyway, before we examine the lake here, look to the top of the screen to see a chest. Open your map and you'll see this chest is located in the northwestern corner. There's another chest in the southwestern corner. Go collect them to get **Glue x10** and **Remedy**.



Go to lake and obtain the blue ore.

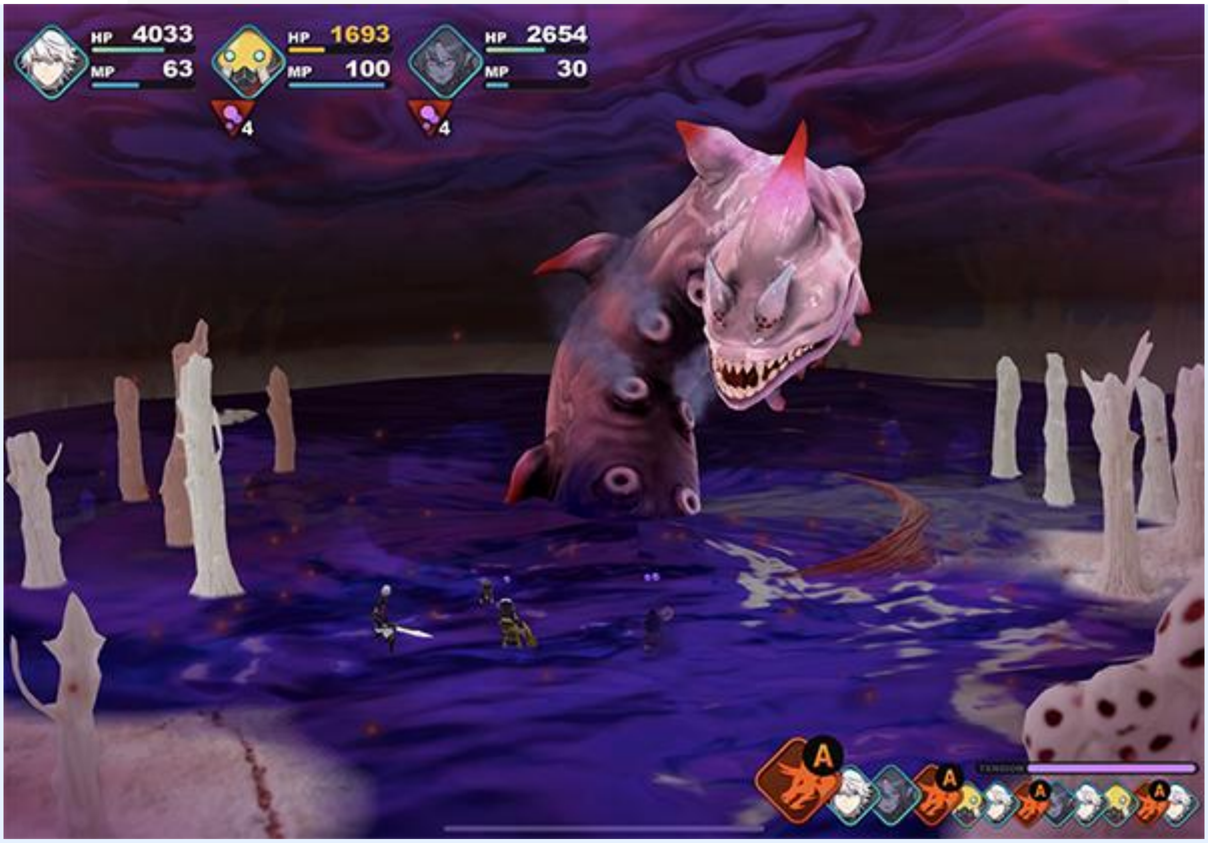
Once you've collected these 2 chest return to the save point, heal up, prepare yourself because we'll be having a boss fight in a bit. Once ready go ahead and check out the large hole up the slope (the one in the scene) and you'll see that 5 of the smaller holes will spew out some miasma. You need to approach them **IN ORDER** as they come out. Sadly these are always randomized (I know because my iPad crashed again haha) so you'll have to rely on your memory or, to make your life easier, you can always record your screen and just play it back if need a reminder. For the both times I did it they actually went in order (started from the left and went around the area in order), which makes it much easier to remember.

Once you activate all 5 of them a little scene will play where miasma will spew out of every single hole and the apex predator will appear from the middle hole. Go ahead and return to the save point, save your game, heal up if you had to fight and read below because this is the final fight of the game (I'm not kidding).

CHAOS SERPENT

NAME	HP	⚔	🛡
Chaos Serpent	45000	322	261

REWARDS	
EXP: 7890	G: 5520



Welcome to the final boss of the game! Yes, I was not kidding. This is the final boss... at least in this part (as of me writing this, Fantasian Part II is in the works). Thankfully, this guy isn't nearly as hard as Vam was, but it has something that's going to drive you mad... poison.

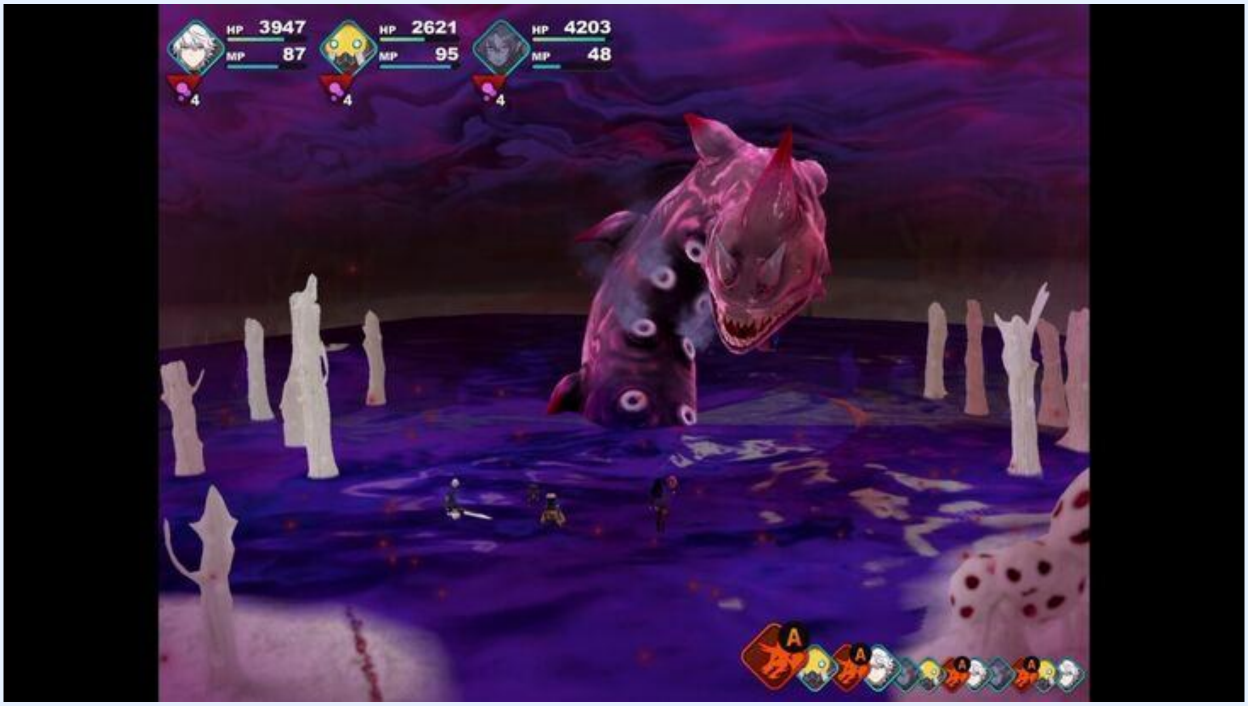
Let's start with the serpent's attacks. Both his regular attack and his **Poison Ball** do around the same amount of damage. Poison Ball, however, inflicts poison on the character it hits. **Poison Floor** is what begins his "phase" 2 of the fight and it floods the arena with poison, inflicting the status ailment on you for the remainder of the fight. **Poison Feast** is a regular attack he performs when in phase 2 where he eats the poison on one of your characters. Doing this will remove the poison from your body (you'll get it right back don't worry) and give him a charge. When he gets 3 charges he'll perform **Poison Breath**, a powerful attack that hits all party members for a ton of damage.

To begin with, this boss has two "phases" within the same fight. You'll know immediately when the second one will start and your strategies for each one will change a bit.

As you start this fight, it'll feel like a regular boss fight, with the boss being very weak since it doesn't really do much besides performing its regular attack and its Poison Ball. During this first stage of the fight, cure the poison and keep yourself healed. No need to be maxed out since he'll perform only single target attacks. Have Prickle as your support during this phase, curing the poison and healing if necessary. If not have him use Lightning or even Ethers to keep the party healed. You're going to want Valrika attacking using her Dark spell for the most part. Also have her use her extremely useful Slow spell to slow down the boss. Yes, it works (at least for me) 100% of the time, which is fantastic, so use it whenever needed. If for whatever reason you need to have her heal alongside Prickle, go ahead and do so. She should heal more than him and more than a Potion L.

Leo on the other hand, have him do nothing besides Samidare. If you fought a lot between grabbing the Gauntlet and this fight and leveled up a couple of times, then you have SP. For me, the best thing you can do to help out in this fight is to go up in the Growth Map. Have Leo learn **Blade Break**, which let's him use the same attack as Zinikr has both lower the boss' ATK and damage him. Valrika's spells are powerful as they can lower ATK and DEF to several enemies in the path, but they don't damage. Also, you'll obviously need more SP for this, but you can totally level up a couple of times and unlock **Mental +** above Blade Break, as well as **Samidare Hit 1** to increase the Samidare attacks by 1 (for a total of 5) and, if you really want to go all out, unlock **Samidare (Fire)**. Since your Gauntlet increases Fire Damage, this will do even tons of damage. Sadly I learned of this after the fight and went down in my Growth Map. Don't do my mistake!

This will be the entirety of the first phase. Nothing really interesting happens. He almost feels like a regular enemy. The second phase starts when the entire arena if filled to the brim with purple poison.



During this phase you'll constantly be inflicted with Poison and it doesn't matter what you do, you cannot get rid of it. You can heal it up but you'll immediately catch it again. You'll also want to be careful of his Poison Feast attack. Although it's pretty much a regular attack, it gives him 1 charge. At 3 charges he'll release his most powerful attack, **Poison Breath**. This is his most powerful attack and it does around 1800 damage. Yeah, this one is quite strong. We cannot do much to combat this besides healing up and taking the hit.

For this, Leo will continue doing nothing but Blade Break and Samidare (if you unlocked everything I mentioned even better, but not necessary). Have him use Focus to fill up his own MP if Prickle and

Valrika are busy. In very weird cases, if you need to, have him also heal using some Potion L. Prickle so stay doing the same, mostly healing this time around. Since we'll be taking damage constantly due to the poison, we'll need someone ready to heal at all times. As for Valrika, we'll want her to switch to more of a support character. Have her stick to using Slow, Crush (if you want Leo to just use Samidare) and Heal. Her and Prickle will be healing a lot throughout the fight. If you don't need the healing or the debuffs, have her use Dark whenever possible to keep the damage coming.

And that's about it for the fight. If it wasn't for the poison, this fight would be extremely simple, but otherwise not so bad.

- **Attack**: he attacks one character for around 1000 damage.
- **Poison Ball**: shoots out a poisonous ball that deals around 1000 damage to one character and inflicts poison.
- **Poison Floor**: uses this to start phase 2, in which it turns the entire floor into poison. This, although it doesn't hurt you, will inflict a permanent Poison status ailment. You can heal it, but you'll immediately be poisoned again.
- **Poison Feast**: performs a regular attack on one of your characters for around the same damage and gives him 1 charge to perform the attack below.
- **Poison Breath**: after 3 charges from the previous attack, it'll release a powerful attack that hits all 3 characters for around 1700-1800 damage each.

After the fight we'll get what we came here to do. It'll be time for us to go back. Do note that the exit in the back of the area is sealed and we cannot go any further (next game) so with that return to the Lab and approach the screen in the center of the room to trigger a couple of long scenes...

How to start Part 2?(This only applies if you’re playing on Mobile via Apple Arcade)

This is something I had no idea how to start since you don't get an option in the main menu, nor do you have to download another game, but to start Part 2 you simply need to update your Fantasian app on your iOS device so it's **AT LEAST** v2.0.

When you're ready, go ahead and reload your cleared save file (after the fight against the giant **Chaos Serpent** boss). We'll be back inside Valrika's Lab. Go ahead and touch the mirror in here. Now, instead of ending the game, you'll actually watch the scenes that played when you finished Part 1, but now instead of watching the end credits we'll actually be back in the city of En.

Do note that now that Part 2 is fully out, the game will not have Part 1 or Part 2 and it'll be a seamless transition and an actual full game! Nevertheless, just wanted to make this small section in case you needed any help ('cus God knows I did ha!).

Welcome back to Fantasian!

Walkthrough Part2 En

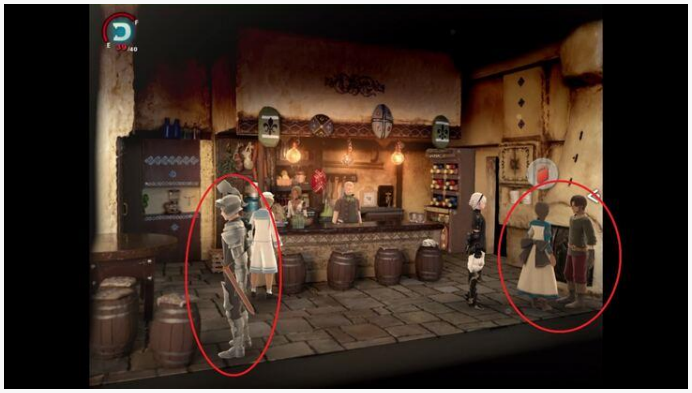
My lv.	32

We're back in our world, but it seems things are just getting worse and worse! Now it seems mechteria is falling down from the similar to ash. Gives a different vibe to the entire town. We decide to go visit Sid at Starry Eyes (the restaurant) to get an update on the world.

After the little scene we'll be told about goals and checking the Story Menu so see what story quests and sidequests are available/active. This is just a little reminder in case you forgot! Sid here will tell you to talk to the other costumers in here to see if you can get any information. Indeed you can! Before you can talk to them, however, he'll ask you for an **egg** from **Ancient Hill**. Yeah, crazy right? We just got back and he wants to give us a fetch quest right away. I guess we can. This is a sidequest and you DO NOT need to do it, but click the link below if you want to do it.

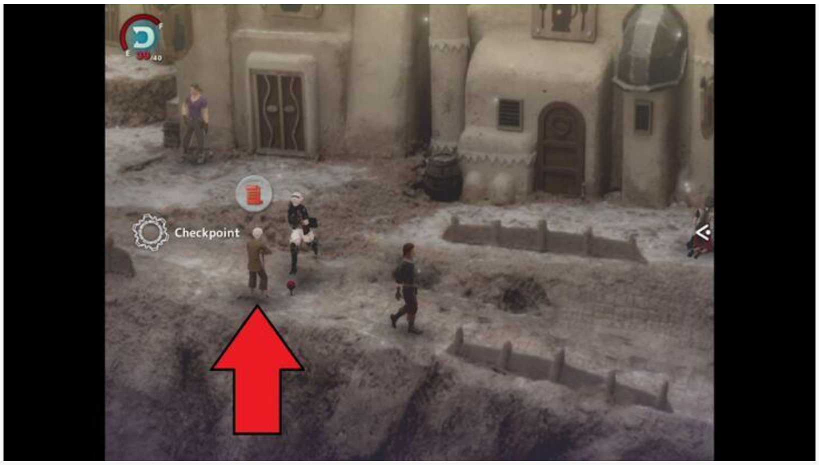
- Ultimate Rice Omelet

Now go ahead and speak to the couple in here, as well as the soldier for some info, namely about a meteor crashing in the middle of the capital and at the tundra area north of the Sandsea. Those were the ones we actually saw during the previous cutscenes. It seems people also saw a weird humanesque figure inside the meteor.

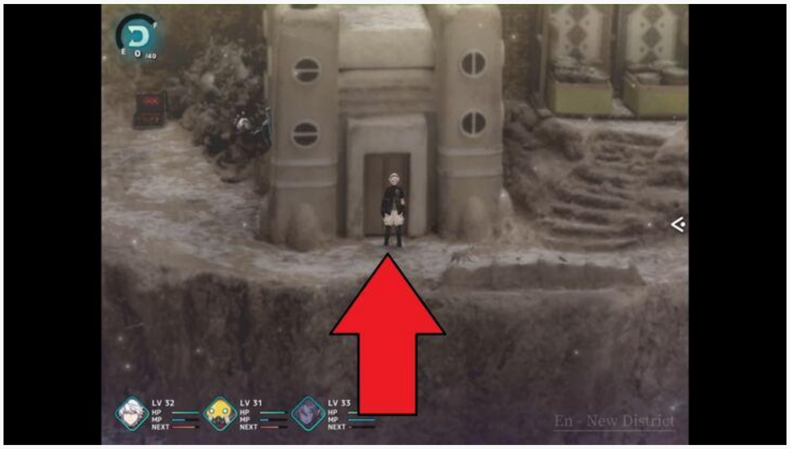


Oh man it seems the world is in chaos right now. Leave the inn right away and just outside speak to the old man looking into the horizon. He'll give you another sidequest.

- Money! Money!

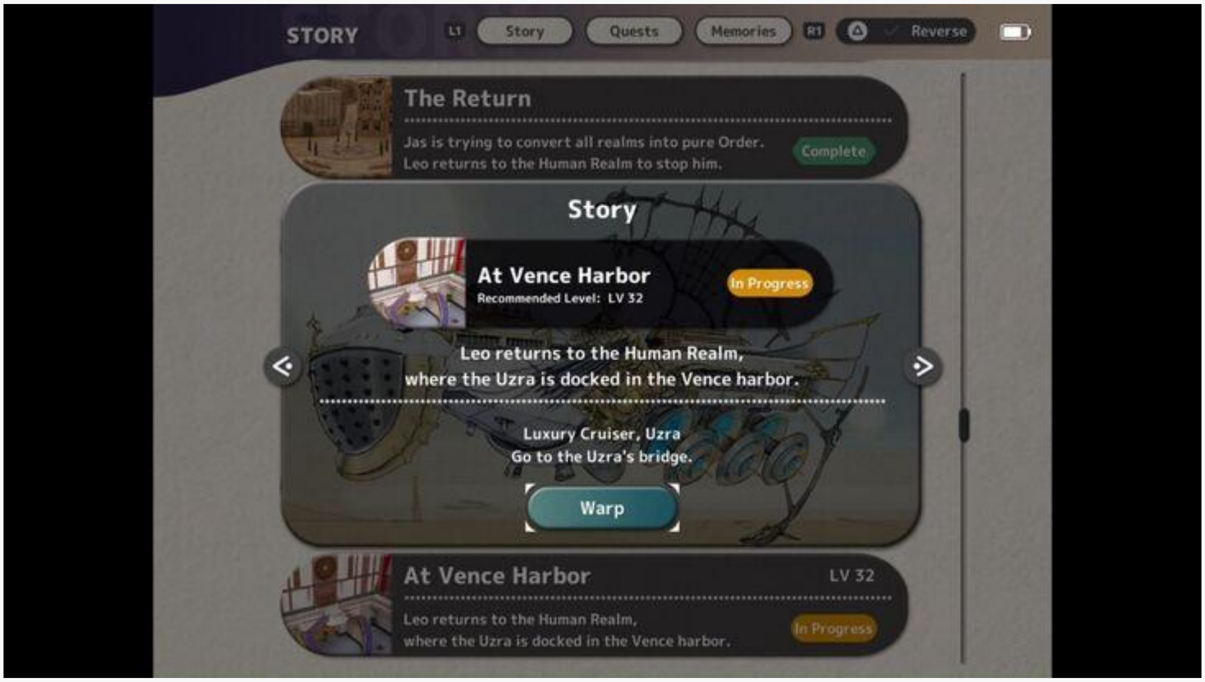


You can explore En if you want. There are no new items/weapons/armor for sale here so you can ignore the shops (unless you need something). What you can do, however, is head towards the southwestern side of town (where we first started the game, remember?) and you can finally enter the lone house over here. Speak to the man inside and it seems he's quite knowledgeable of jewels. He'll sell you a **Morganite S** for 8000G. The Morganite heals you when you defeat an enemy. This is the small Morganite so you won't be getting much healing back. Up to you! You can also open the chest to find **Research Lens x5**.



Go ahead and do the 2 sidequests we just picked up (if you haven't already) and it's time to continue with the story. Note that you can go visit Owen if you want, but he'll still ask you to go save Kina. We will do that man!

To continue with the story, open up your menu, select Story and scroll down to find your **In Progress** quests. You'll see we have 4, and 3 of them have levels. We're going to want to go through these in order of course, so click on **At Vence Harbor** and warp.



The Return

Jas is trying to convert all realms into pure Order. Leo returns to the Human Realm to stop him.

Story

At Vence Harbor

Recommended Level: LV 32

Leo returns to the Human Realm, where the Uzra is docked in the Vence harbor.

Luxury Cruiser, Uzra

Go to the Uzra's bridge.

At Vence Harbor LV 32

Leo returns to the Human Realm, where the Uzra is docked in the Vence harbor.

See you in the next page.

Uzra (At Vence Harbor)

My lv.	36

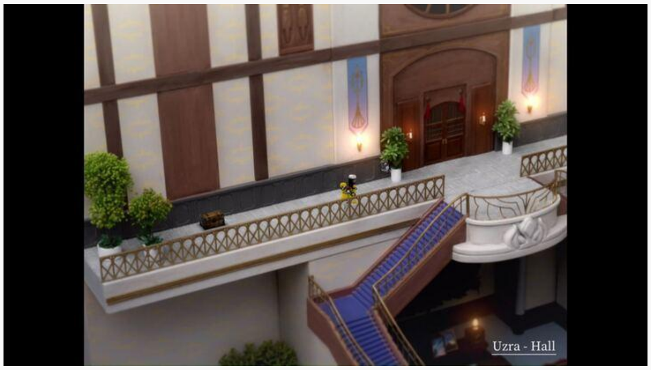
As soon as we appear we'll have a little scene with the crew of the ship. They'll tell us what we already know, that captain Zinikr is missing. Yep, who knows where he actually is. We'll find him eventually though.

Anyway, it seems he let the crew know before we left that if anything were to happen to him that we could take control of the ship. Nice! We can now use the ship! The crew will try to teach Leo how to pilot the ship... but he says he got this... yeah, he breaks stuff here and the ship starts flooding. Dang it Leo!

There's a button in the Engine Room to drain the flooded areas, but sadly they are underwater. Luckily for us, however, Prickle is a robot and is waterproof. Haha nice!

We are now in control of Prickle and Clicker.

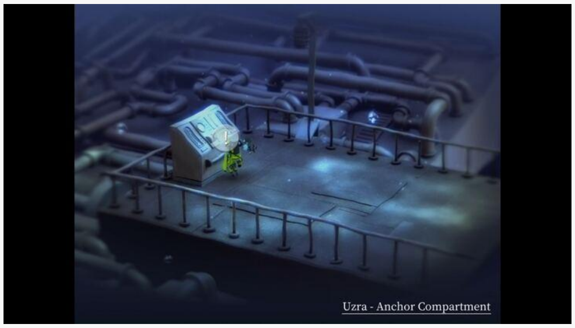
Leave the bridge and head to the Main Hall. As you enter go around and before going down the stairs open up the chest to the left that has **Protein Drink x3**.



Now go down the staircase and enter the northwestern door into the Engine Room (you might want to save your game before you go inside).

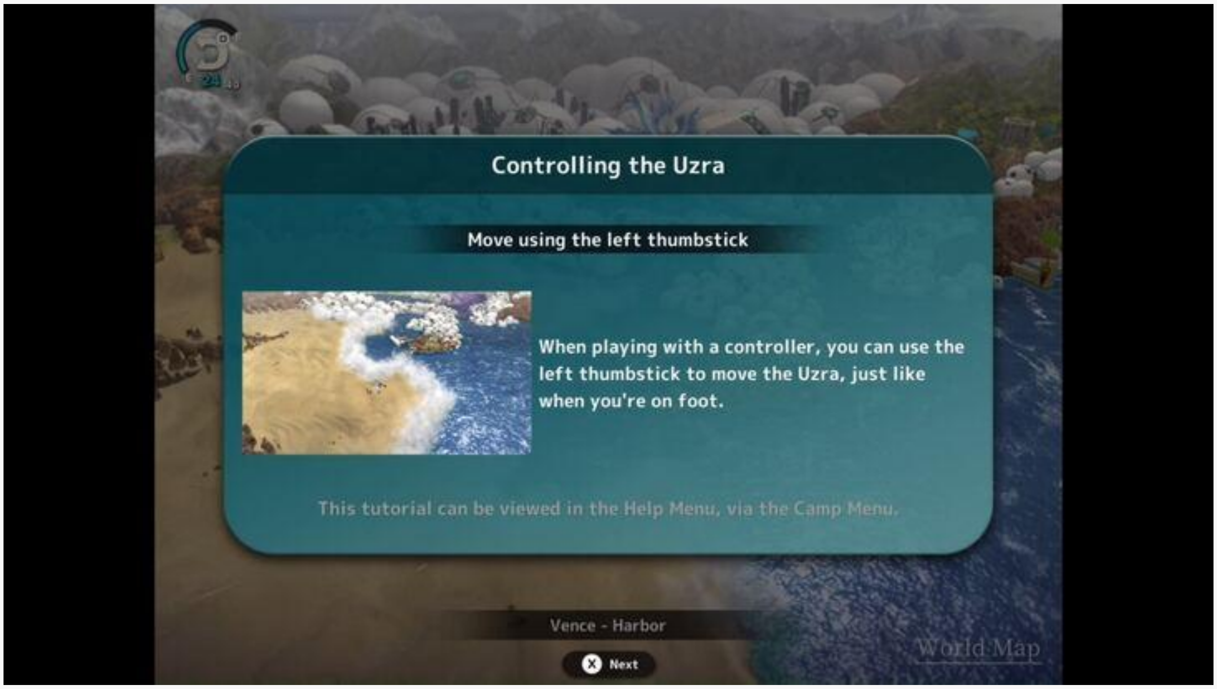
Inside there are no chests to open thankfully, unless of course you didn't open them before when we first went through the area. We are also alone so all the fights will be a bit trickier, despite them being weaker enemies. In this first room you'll want to go down the ladder and around to find another ladder. Go up, go south at the fork, down the ladder and enter the next area.

Down here follow the path towards the save point and follow the lower path until you reach the **Anchor Compartment** area.



In here simply approach the console and activate it. This will drain all the water from the ship. This triggers a scene and takes us back to the bridge to be reunited with our party members. We are now in full control of the Uzra.

When you regain control, approach the left steering wheel to take off! We'll be given some instructions as well on how to operate the Uzra... pretty much you move it just like you move Leo haha.



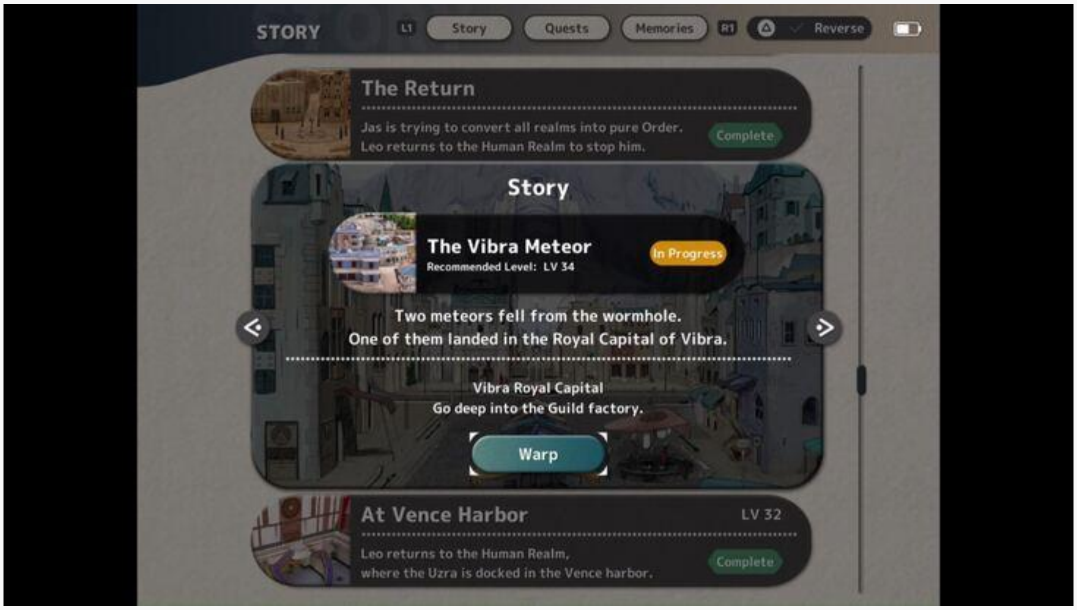
Controlling the Uzra

Move using the left thumbstick

When playing with a controller, you can use the left thumbstick to move the Uzra, just like when you're on foot.

This tutorial can be viewed in the Help Menu, via the Camp Menu.

For now, open up your menu, select Story and scroll down to find your **In Progress** quests. Click on **The Vibra Meteor** and warp there.



The Return

Jas is trying to convert all realms into pure Order. Leo returns to the Human Realm to stop him.

Complete

Story

The Vibra Meteor

Recommended Level: LV 34

In Progress

Two meteors fell from the wormhole. One of them landed in the Royal Capital of Vibra.

Vibra Royal Capital

Go deep into the Guild factory.

Warp

At Vence Harbor

LV 32

Leo returns to the Human Realm, where the Uzra is docked in the Vence harbor.

Complete

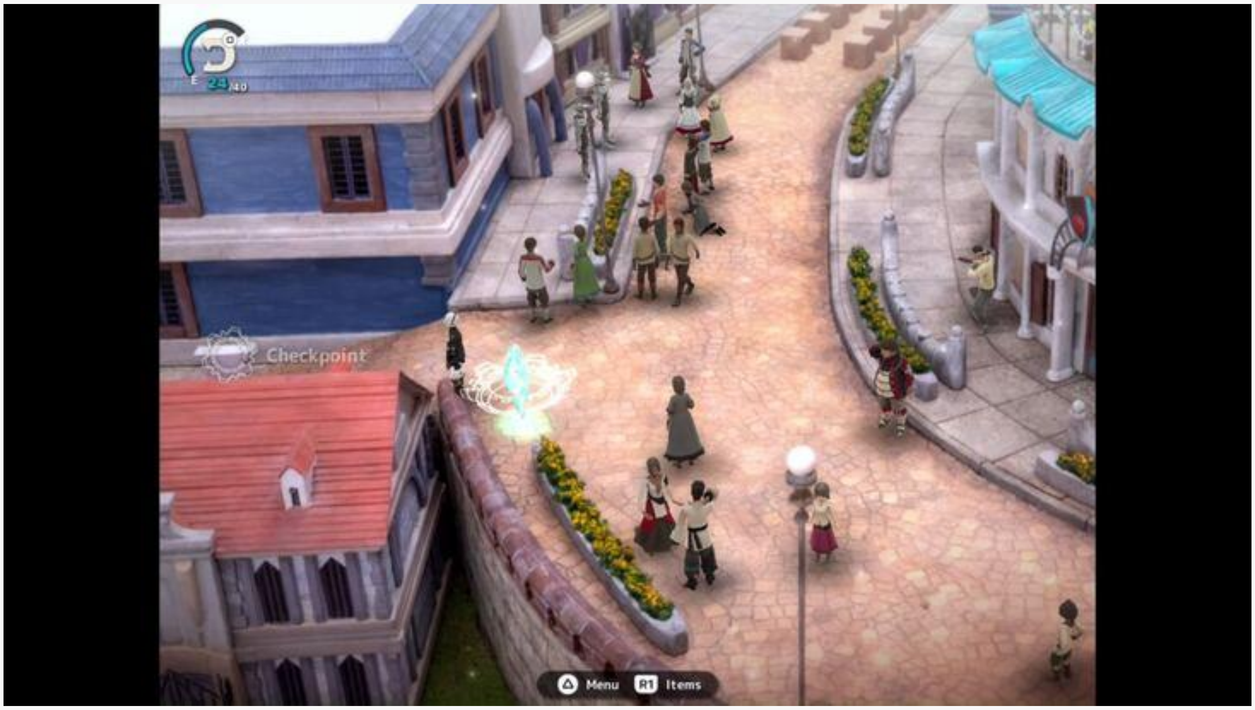
See ya in the next page!

Vibra Royal Capital (The Vibra Meteor)

My lv.	36

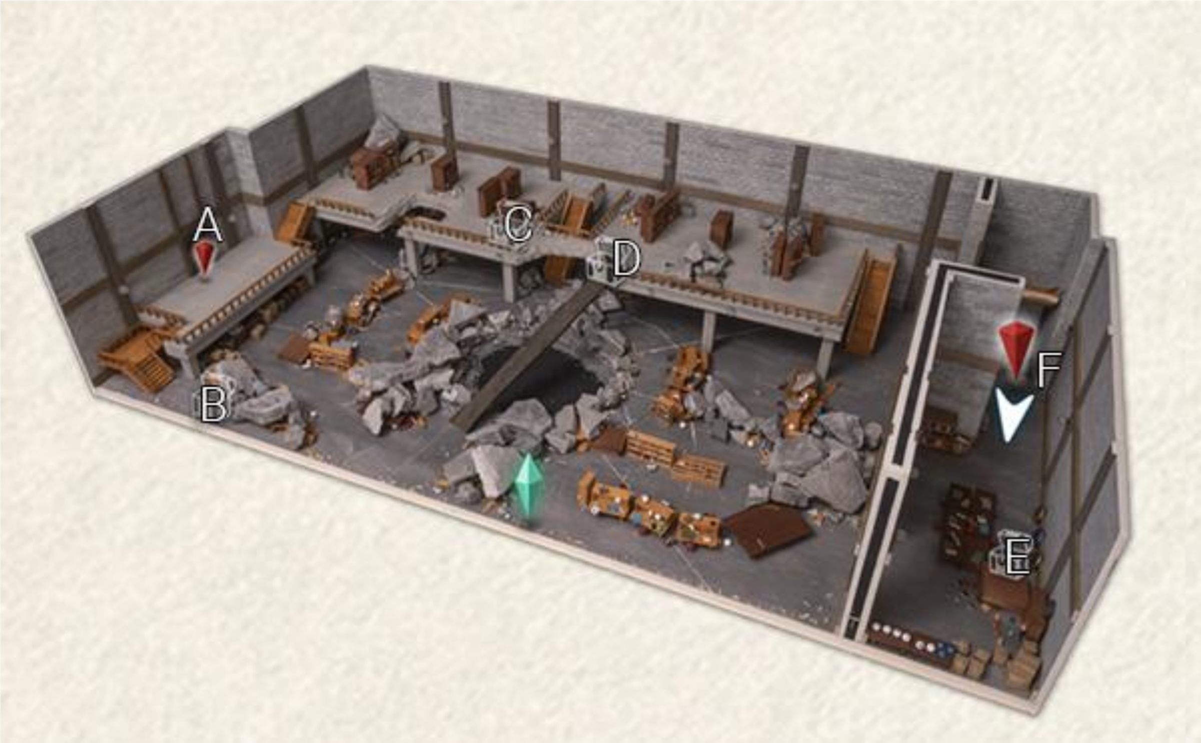
ENEMIES		
NAME	HP	WEAKNESSESS
Holy Orbling	3320	Darkness
Garlamash	6970	Fire
Mecha Prominera	2300	Light
Holy Orblus	4650	Darkness
Holy Slime	3480	Darkness
Holy Squeaker	3450	Darkness

As we warp to Vibra Royal Capital we'll be in the **Town Center** area. Feel free to use the Inn to the far east if you need, but from the southwestern exit use the save point and you'll see that there's a whole bunch of people gathered in front a house across the street.

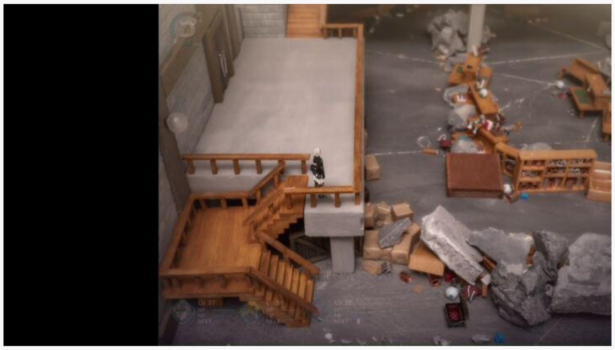


Talk to the guards in front of the house and they'll tell you to enter at your own risk. That is because a strange meteor fell through the roof. This place is the **Merchants Guild** (remember we couldn't enter before?) so head inside.

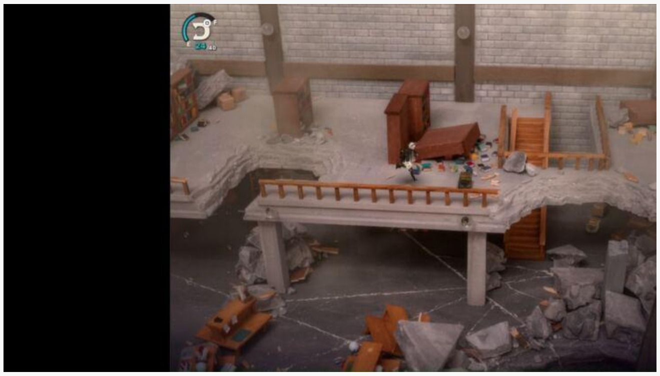
NOTE: most of the enemies in here (boss included) are weak to Darkness, so having Valrika focus solely on using her Darkness spell helps out a lot!



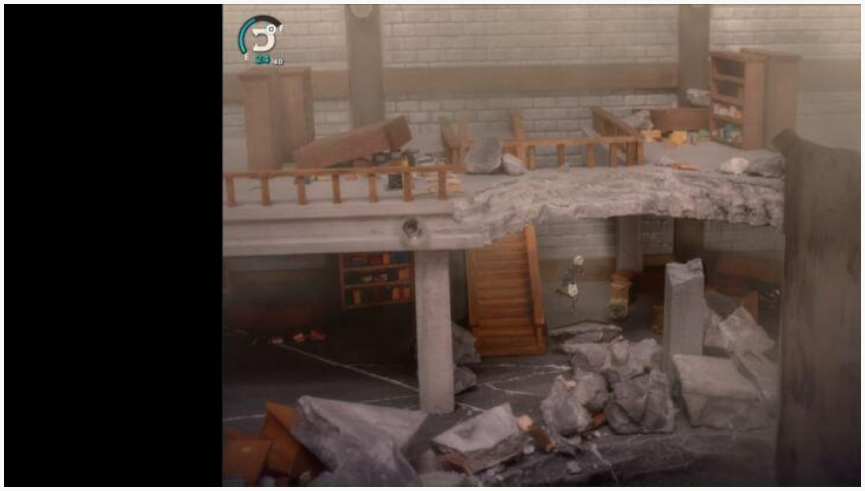
Inside start by going south down the stairs to find a chest down the stairs with **Words of Unsealing** inside.



Afterwards head north up the stairs and move around the upper area. As you go around the hole make sure to follow the lower part BEFORE going down the stairs to find another chest, this one with **Whetstone**.

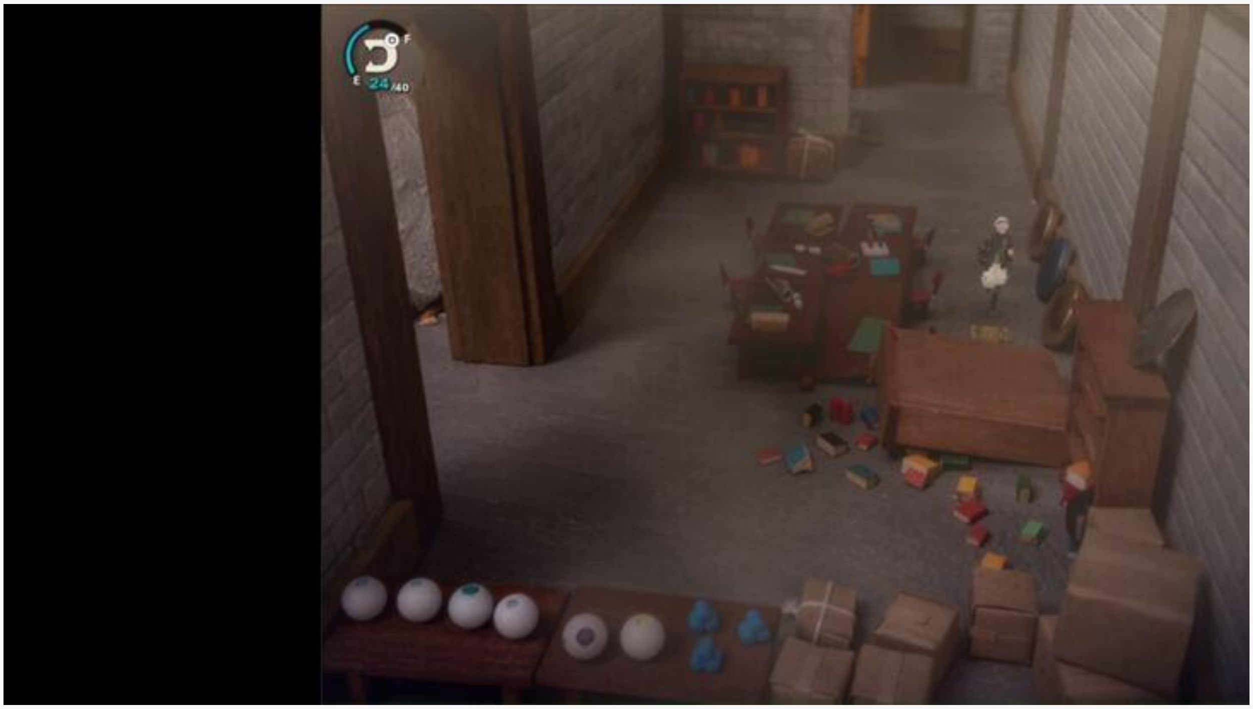


Head down the stairs now and at the bottom go AROUND and behind the stairs to find another chest, this one with **Diamond L**.



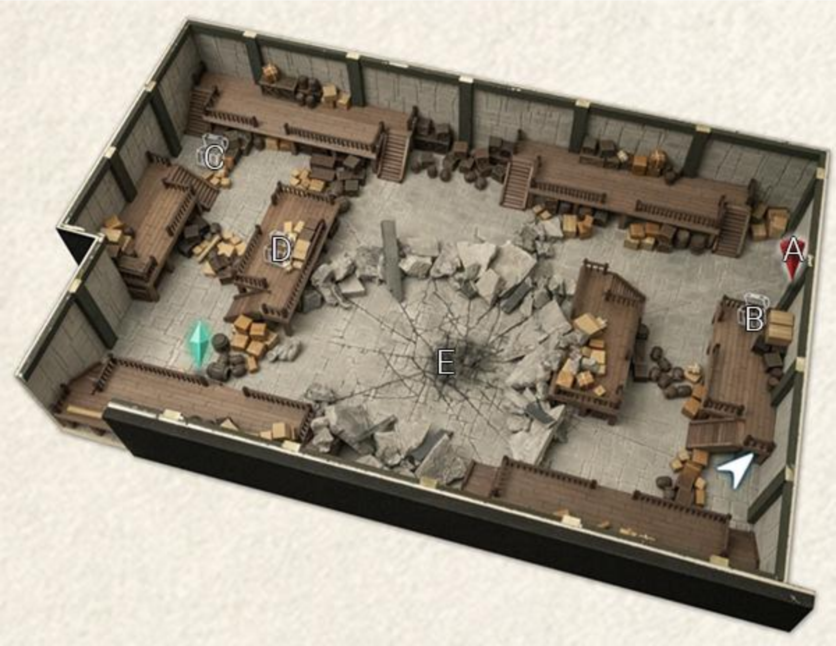
Now head left and towards the entrance and go south following the path full of debris and trash and go up the large wooden plank crossing the large hole on the floor and we'll be back on the upper area.

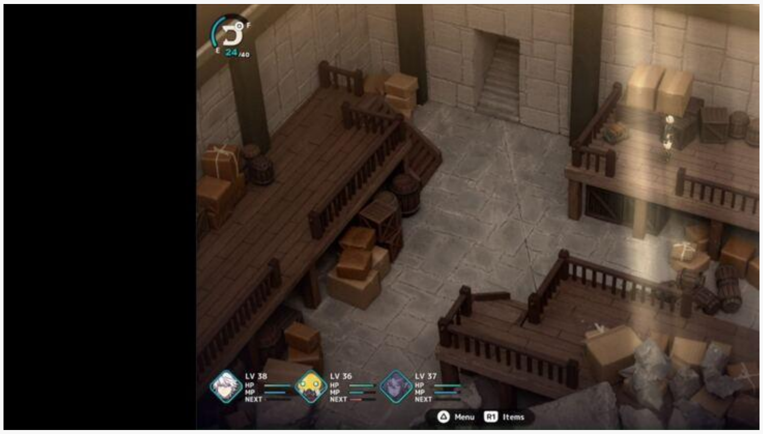
There's not much up here so go around the bookcases and go down the stairs at the end. Down here go left and down when possible going around the hole and you'll eventually reach a save point. Go ahead and use it and head right into a little room. Go around the desks and open up the chest to the south of them for **Whetstone**.



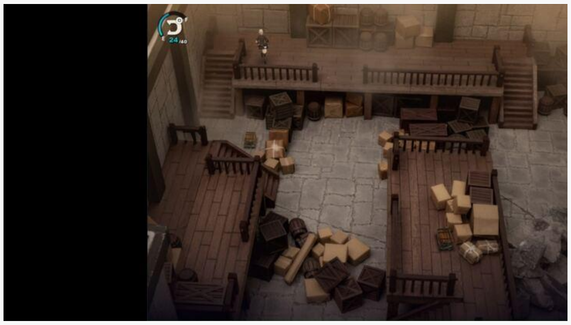
Head north now and go down the stairs to the next floor.

We are in the basement now! It's pretty similar to the previous floor so let's get on to it. As we start go up the stairs to the south and go around the trash, jumping down the edge next to it. From here go up the stairs and open up the chest for **Moss Quartz**.

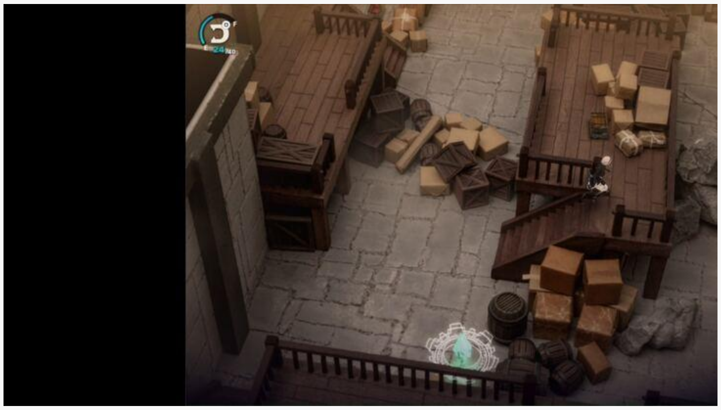




Jump down and go up the stairs to the north (right in front of the entrance). Move across this wooden platform and go down the stairs at the end. You'll find another staircase next to you so go up this one and move to the very end of the platform (DO NOT JUMP DOWN YET) to find another staircase. Go down it to find a chest with a **Citrine Quartz**.



Return back up the stairs and jump down just to go up the staircase in front of you. Again, jump down and go up the stairs to find a chest with **Burglar's Note**. This item unlocks a gate in our Growth Map, which is fantastic!



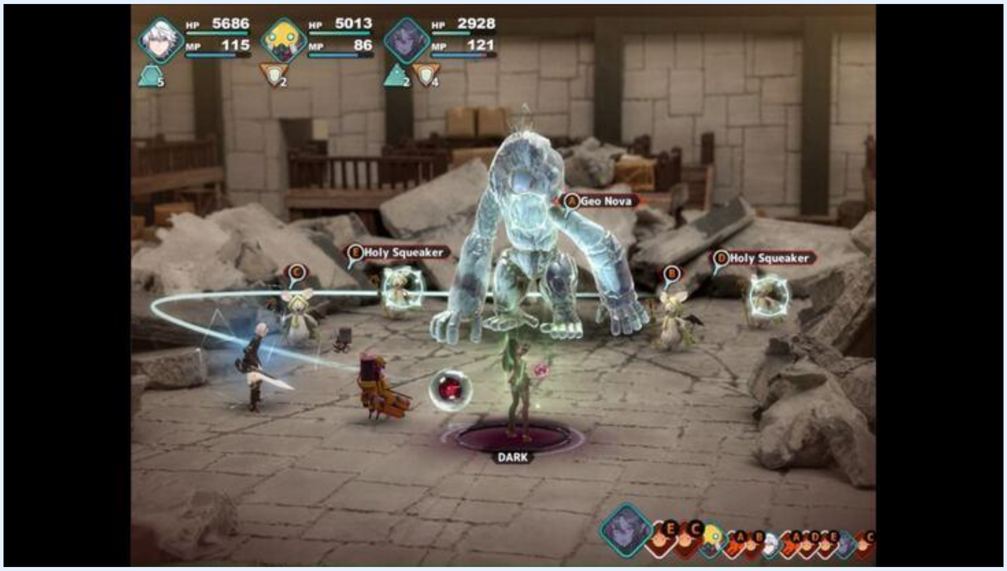
Head back down now, save your game, heal up, and go up the stairs to the left. Up here jump down the gap to the right and you'l find the meteor, which looks like a giant piece of glass! There's something inside so approach it to trigger a little scene and right after a boss fight!

GEO NOVA

NAME	HP	🗡	🛡
Geo Nova	30000	487	273
Holy Squeaker	3490	223	256

Ok, time to fight this crystal golem! Overall this is not a difficult fight. What makes it more complicated are those little Holy Squeaker that surround the boss. They even have a bit more HP than the ones you regularly encountered throughout the "dungeon", but not by much.

That being said, do not focus on these little guys at all. They will keep respawning so it's best if you focus 100% on the boss. Of course, if you can hit the Squeakers while still hitting the boss then that's great.

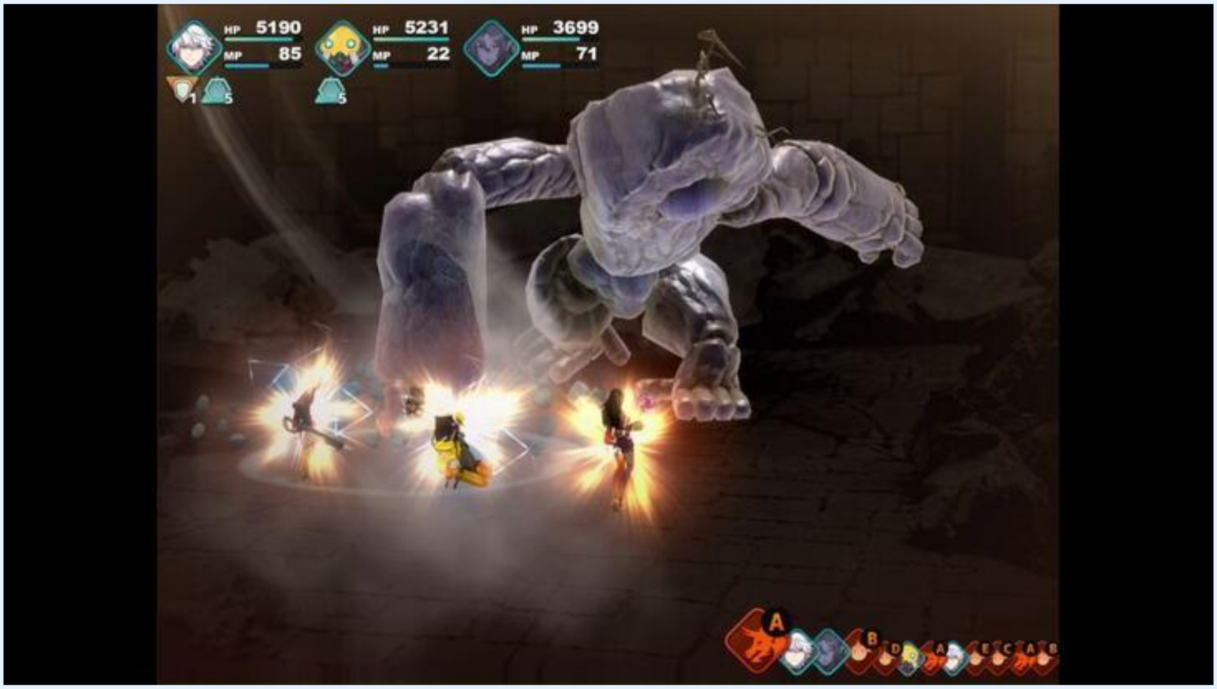


For this fight we have Prickle and Valrika, which are great. Your powerhouse here is Valrika since the Geo Nova, as well as the Holy Squeakers, are all weak to Darkness, making her the ideal candidate to deal damage. I was doing a little over 2000 dmg. per Dark hit with Valrika, so the fight itself goes by pretty fast.

Prickle should be your main healer here as well as using Barrier All to prevent a lot of damage from happening. If he can, obviously attack using your Lightning and hitting as many enemies as possible. As for Leo, having him using Fire Slash is great thanks to his increased fire damage. If needed, have him heal as well while using items.

Geo Nova can be somewhat annoying because it can use **Seal** to seal one of your party members. This prevents you from using your skills and magic. Make sure to heal this ASAP with the **Words of Unsealing** item. Do note that Prickle's barrier can prevent you from getting sealed, which is another good reason to have it up. Another attack is a simple punch. It deals a little over 2000 damage, which isn't bad.

Once you've damage it enough, the Geo Nova will **Charge**, prepping him for his next, very powerful attack. You'll see a redish aura around him and his icon pulsing. This gives you time so go ahead and fully heal and put up Prickle's barrier before the attack happens so you can withstand it. That attack is **Heavy Punch**, a strong attack that hits all party members for around 3500+ dmg. It is quite powerful so be careful and heal immediately after.



And that's pretty much all that it does. Like I said, it's a simple fight but them little Squeakers make it more annoying.

Watch the scene after the fight and we've found and saved Ez. Nice! He also gets a Divine Artifact, just like Leo's! Awesome! He's our second character with a Divine Artifact. Of course this unlocks his Growth Map, which allows you to upgrade him and give him a lot more HP, STR, etc. We also get **Ez's Blueprint**.

And with that we'll warp back to the Laboratory in the Chaos Fields. This is our base now, just like Leo mentioned. I'll leave the section right here, but we'll continue in the next page. See you there!

Valrika's Laboratory

As we reappear a little scene with Ez takes place where he ends up talking about an **Orgel of Sorrow** and calling Valrika "sis". It seems she also likes it haha. He also asks for a place where he can get crafting materials. The shop in the next room sells crafting items, which is quite nice.

We now get to move again! You might tinker with Ez's Growth Map. Although he doesn't really have that many points, I highly suggest you focus on things that suits your playstyle. I for example decided to go left from the middle point to pick up things like "Grenade Radius+", HP & MP, and "Vacuum".

With that being said, from here on out the pace of the game changes QUITE A BIT! Back in part 1 it was a very linear RPG where you simply go from one place to the next and pretty much not look back AT ALL. This time, however, we can warp all over the place and visit places however we want.

Not only that, but we also have tons of main quests and sidequests to go through that we can tackle however we want. For that reason I will go and write up the walkthrough in the order that I did things and cover every single main quest while linking you to sidequests like I've been doing thus far. The main reason for this is because we'll be going to different areas during a single quest and that would make the pages extremely long and easy to get lost in. Another reason is because these main quests have a recommended level, which pretty much guide you in the right direction.

That being said, I will of course be pointing out when we get these new main quests and when we finish them.

And with that long note out of the way, let us proceed with the guide shall we?

Start by talking to Ez in here. He gives you a new sidequest.

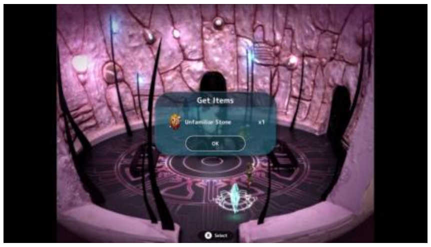
- Treasure Mountain

While we're here, also speak to Valrika to get another quest. This is a main quest called **Survivor of Chaos**. We'll be doing this way later since it's lv.40. But don't worry, we'll be getting to it!

Make sure to speak to Prickle as well. He suggests you visit the **Secret Base in the Machine Realm**. Yeah, we definitely should after what happened! I highly recommend you enter the next room and check out the shops. Restock on crafting items for Ez and check the weapon shop. There is a new weapon for both Leo and Ez. There is also a new piece of armor. Expensive, but quite good.

Now go ahead and check that window/mirror in the main hall of the lab to trigger a little scene with Valrika and Prickle. Valrika tells you she's been observing the mechteria falling down and that sometimes you can find an "unusual metal". Valrika will give you a sample, and the item is called **Mechterite**. She proceeds to explain it (somewhat) and that you can use the machine (the window/mirror here) to create special items.

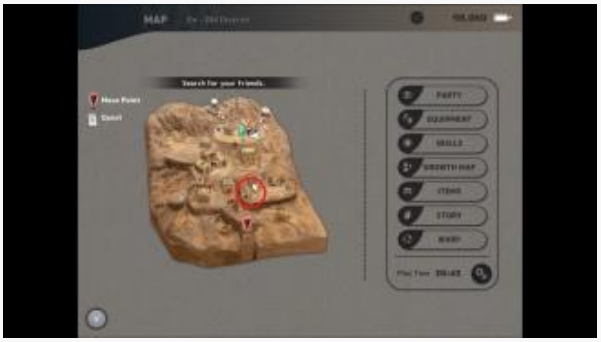
Go ahead and check the device now and turn in the Mechterite we just got from Valrika to get an **Unfamiliar Stone**. This you can equip and it doubles your EXP. This is perfect for Ez since he's probably super underleveled.

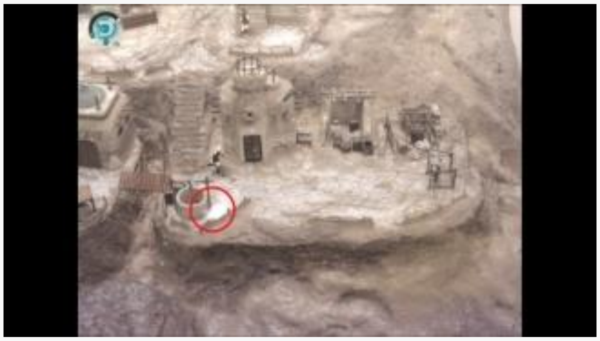


For now, let us go explore a little bit. We can go to several areas to gather items, including some of that new Mechterite. There are also some sidequests we'll go get so stay with me.

En

Warp to the Old District and move to the little well that's in front of the house on the eastern side. You'll see something sparkling next to it. Check it out for a **Mechterite**.

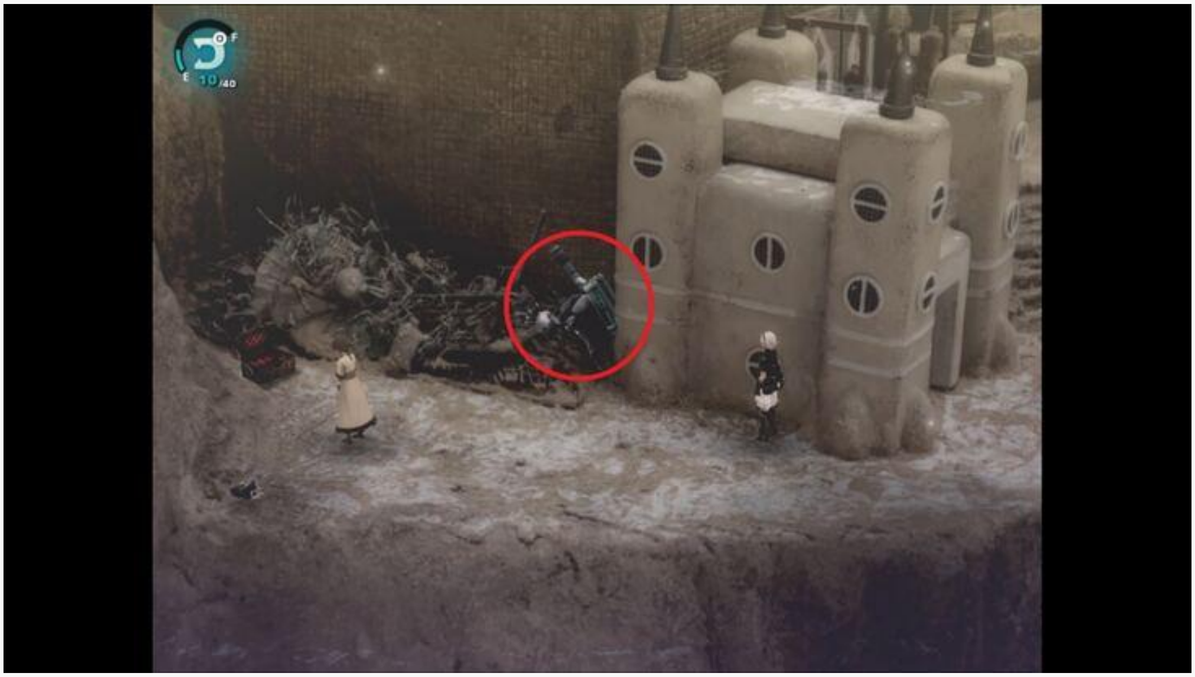




Head to the New District walking, and when you reach the area in between the New and Old Districts, look where the open area is to find another **Mechterite**.

Fast travel to the New District and head west from the entrance. Remember where we appeared near the start of the game? In the little alley/dead end? Head on over there but enter the house next to said alley first. In here and check the pot next to the stove for an **Ether S**, and the pouch and the back for a **Potion L**.

Head back outside to the alley and it seems like there's nothing over here, but examine that piece of "trash" that has a different shade of gray with some green.



This is actually one of those little robots that were in the Secret Base over in the Machine Realm. Remember even Prickle told us to go there? Well, the place would've been empty and without power, but doing this will send us over there and you'll see how everything's off with machines shooting out sparks. You go inside and Prickle will ask you to help him find the rest of the robot buddies. Of course we're helping you!

You then proceed to fix the robot and it'll tell you about being shot out of the wormhole. It also gives us a **Machine Key**, which allows us to open up one of all those locked chests in this realm! Afterwards, however, Prickle will tell you about the other robots having transmitters that help you find them, but we need to use the machine here in the room to locate them. It also just gives us a rough "location" like: in a canal, or on top of a building. Don't worry, we'll get them all. Do note that we'll always come back once you examine one of these robots so make sure to leave them for last when you're exploring an area.

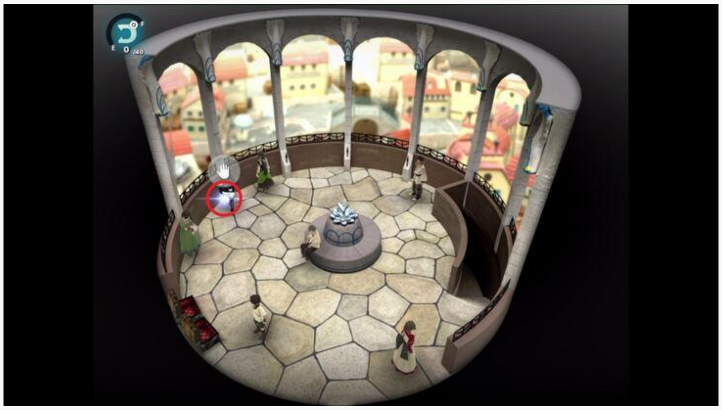
NOTE: this starts the main quest called **Restoring the Base**.

Well, since we're here in the Secret Base, go ahead and check the room next to where we regain control to find a pair of chests. Use your machine key to open either one of them (I recommend the one on the left). And that's it for right now. We're going to continue back in En, but I HIGHLY recommend you do the sidequest Treasure Mountain since we're already here.

Now move on over to **Vence**.

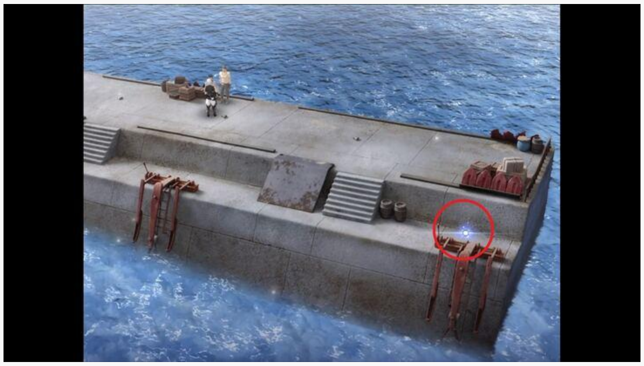
Vence

As we arrive at the main area in Vence head up the stairs and inside the City Hall. Inside go up the stairs on the right and up here talk to the people to get an **SP Capsule**, but most importantly we'll have a piece of **Mechterite** appear.

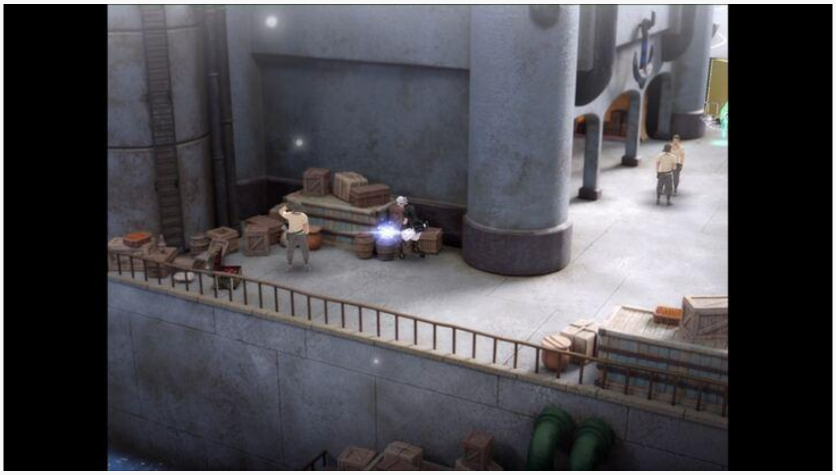


Leave the building and go north towards the harbor now. Here talk to the first person you come across for another **SP Capsule**. Neat! Go right from here and check the area over here. Talk to the lady near the stands for a **Whetstone**. These will be useful and important later.

Move to the end and go down the last pier and talk to the man for an **Elixir**. While you're here you'll probably notice the **Mechterite** in the corner.



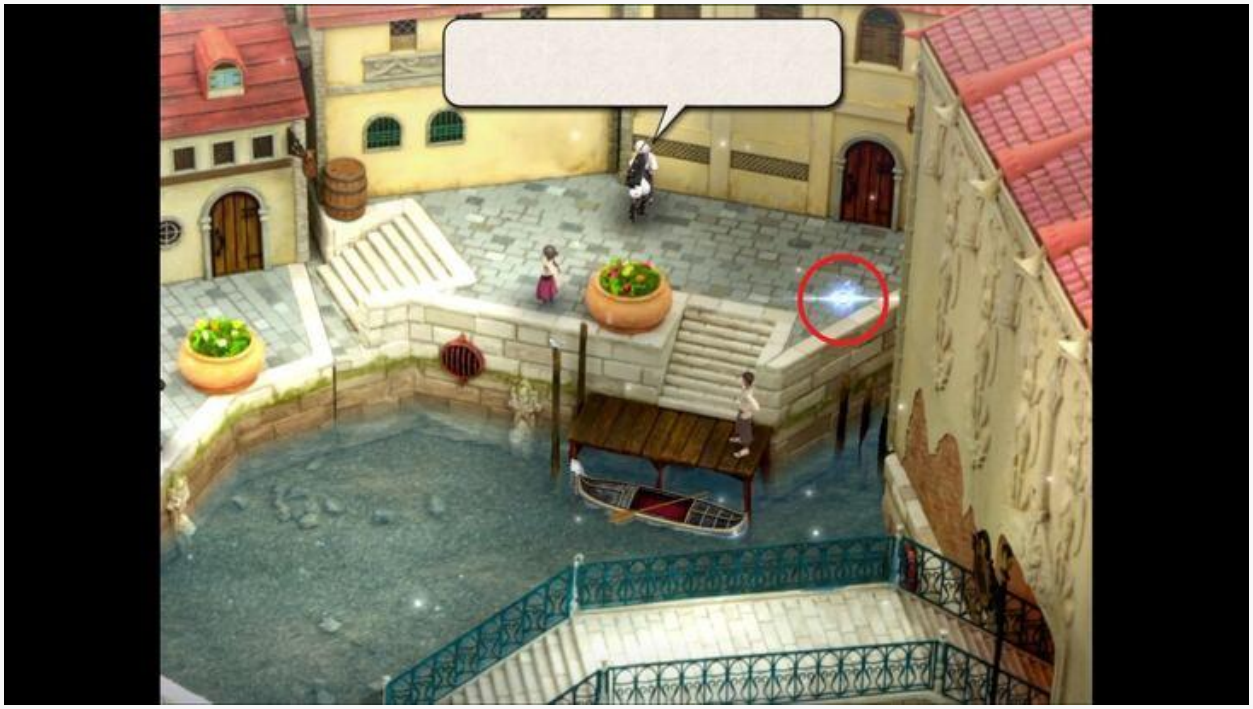
Return and go up the steps now. Up here go left around the corner to find a sparkle, which is another **Mechterite**.



Now follow this upper path right towards the Uzra and you'll see a man dressed in white and red. Talk to him to get a sidequest!

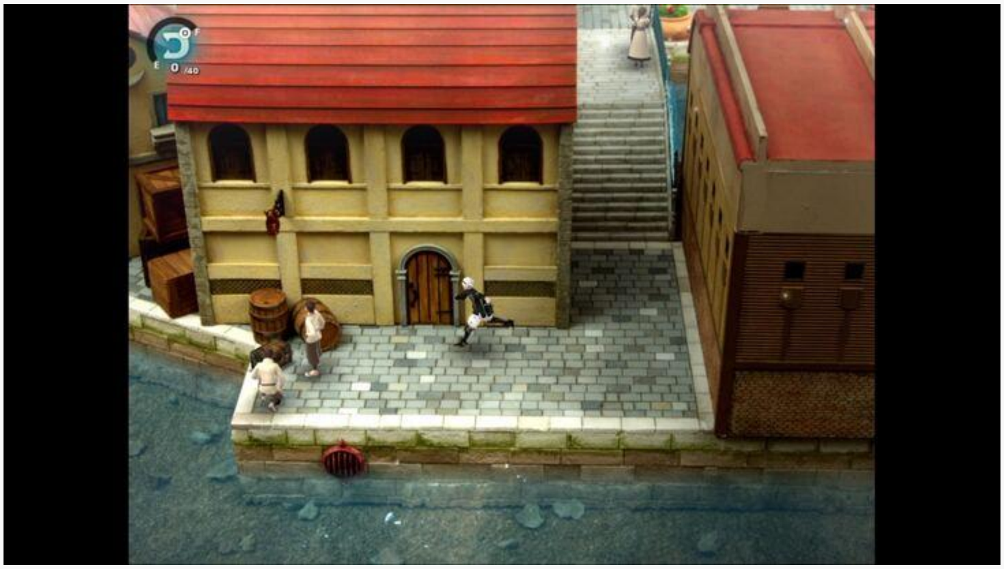
- All Aboard

Return to the main area (Central Vence) and approach the 2 southern houses you can enter. The man outside wants to board the Uzra (part of the sidequest we just got), but next to him you can find another **Mechterite**.



Enter the Sandview Inn and speak to the maid ont he right side. She mentions something about an item near the pot by the entrance. After head left and you'll see a sparkle near the vase. Go ahead and pick up the **Obsidian**.

Leave the Inn and go northwest. There are 2 houses in front of the canal. The first house has a **Potion S** where the orange bottle thing is. Move to the very end of the walkway and you'll find those 2 still staring at the chest. Talk to them and you'll finally be able to open up the chest, which has **Rutile Quartz**.

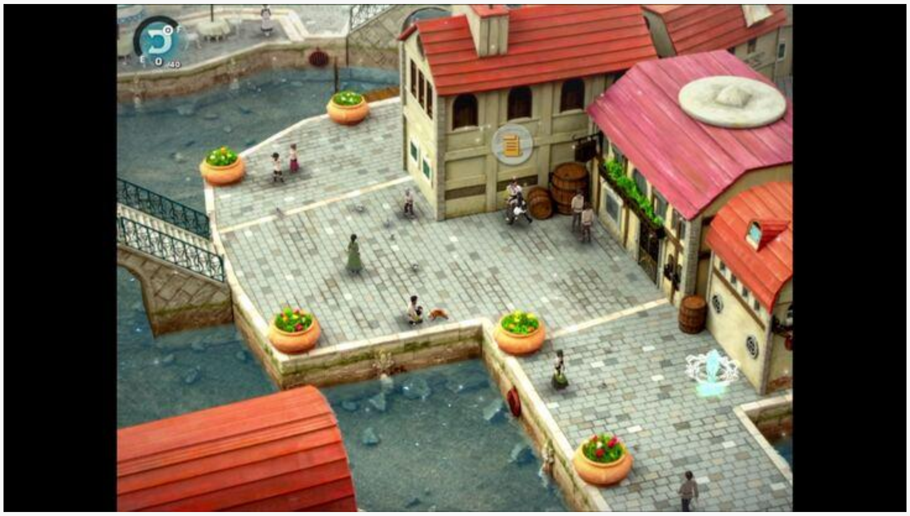


There's nothing inside the house so ignore it and return to the fork in the path. Now enter the house before the exit to West Vence and check the drawers to find an **Energy Drink**. Now proceed to West Vence.

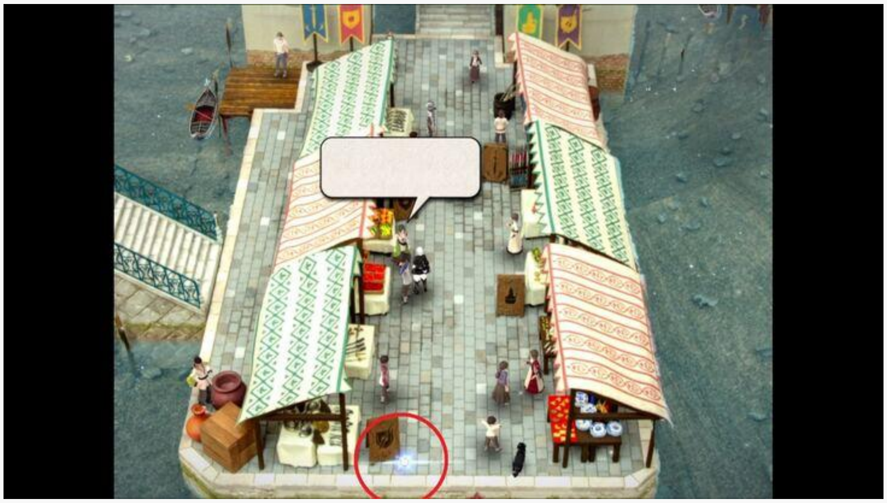
Head inside the Innocent Eyes Bar next to the save point and talk to the people in here. Speak to the cook, however, to get a new sidequest. This one is similar to the one we did from the cook back in En. Brothers competing to see who has the best omelet haha.

- Supreme Rice Omelet

Back outside, speak to the man next to the bar for one of those guys that want to board the Uzra. Nice, another one.

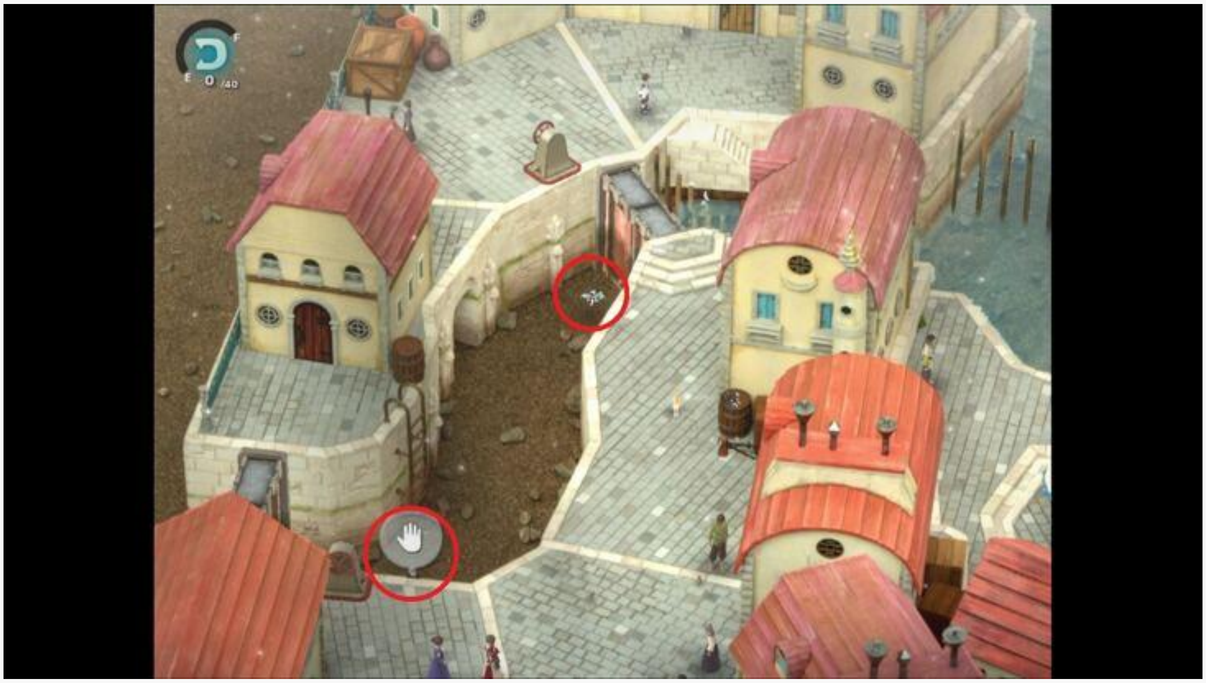


Move across the bridge and to the shops and at the end of them you'll be able to spot another **Mechterite** next to the wooden sign.



The shops don't really have anything new so youc an ignore them. Go around these shops towards the other bridge, but before you cross talk to the man for an **SP Capsule**. Cross the bridge, and the next one as well to be in the open area with houses. Spin the second crank to close the gates and you'll be able to spot a glowing thing in the canal.

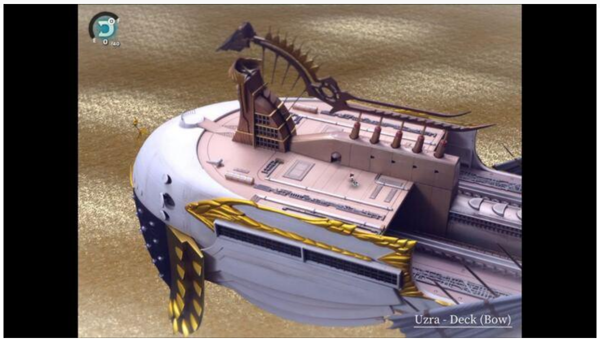
Go around the area, ride a gondola and move to the houses in the northwestern corner. Once over here spin the crank to close the gate and drain the canal. Use the gate to cross and go around and down into the canal. Down here first pick up the **Mechterite** and after examine the robot. This is another one of Prickle's buddies (they're actually 2 of them). This of course will take us back to the Secret Base in the Machine Realm.



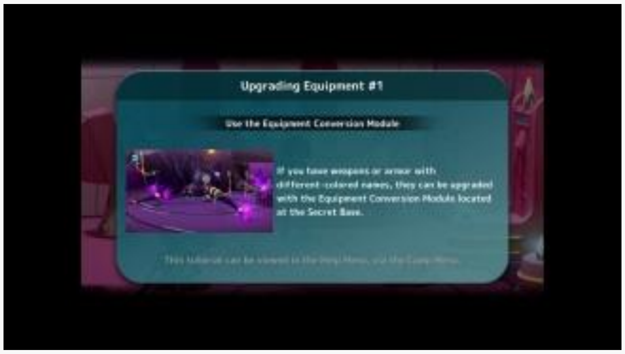
They actually tell us that they saw both Kina and Cheryl! It seems it saw them inside the wormhole and that a monster just appeared and snatched them away. It seems they are still at the point where we fought Vam. I wonder. We'll head there later since it's a higher level quest. We also check the device and the next robot is at a harbor. Ok. I know where!

NOTE: We get the **Lost in the Multiverse** main quest here.

Before we get it, warp to the Uzra's Captain Room, exit the room and go through the southern door. We'll be outside but we'll be able to find another robot.



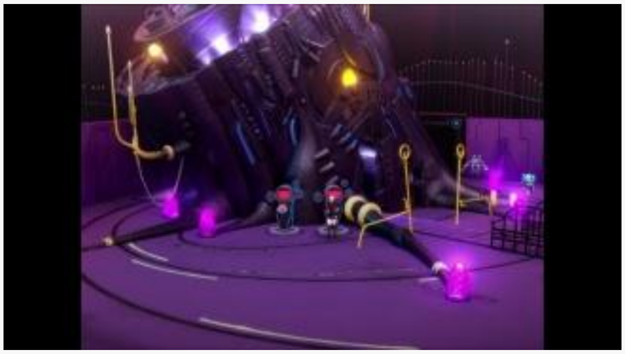
This takes us back to the Secret Base, of course. Ok, we get the info about the robot at the harbor. We'll get to him. He also gives us a **Machine Key**. Saving this many robots, however, will restore the power to the Secret Base, which is great! The modules outside were also restored, which are the shops. We do have something new, however. We can now enhance our equipment, but only the equipment that's name is yellow.



Upgrading Equipment #1

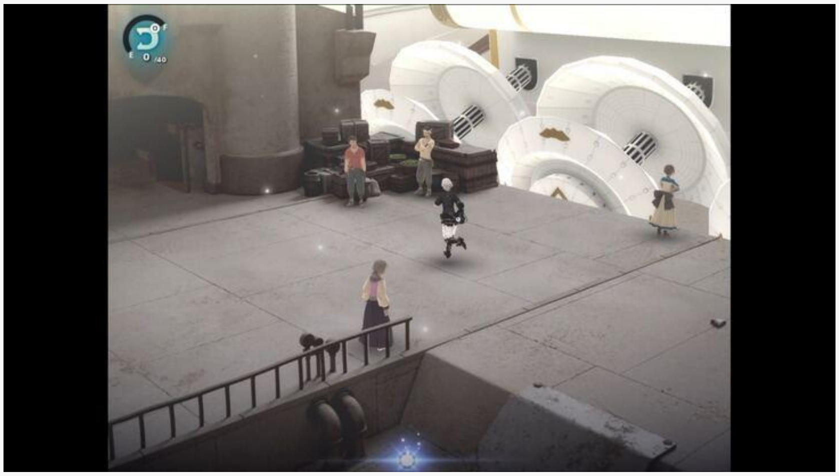
Use the Equipment Conversion Module

If you have weapons or armor with different-colored names, they can be upgraded with the Equipment Conversion Module located at the Secret Base.

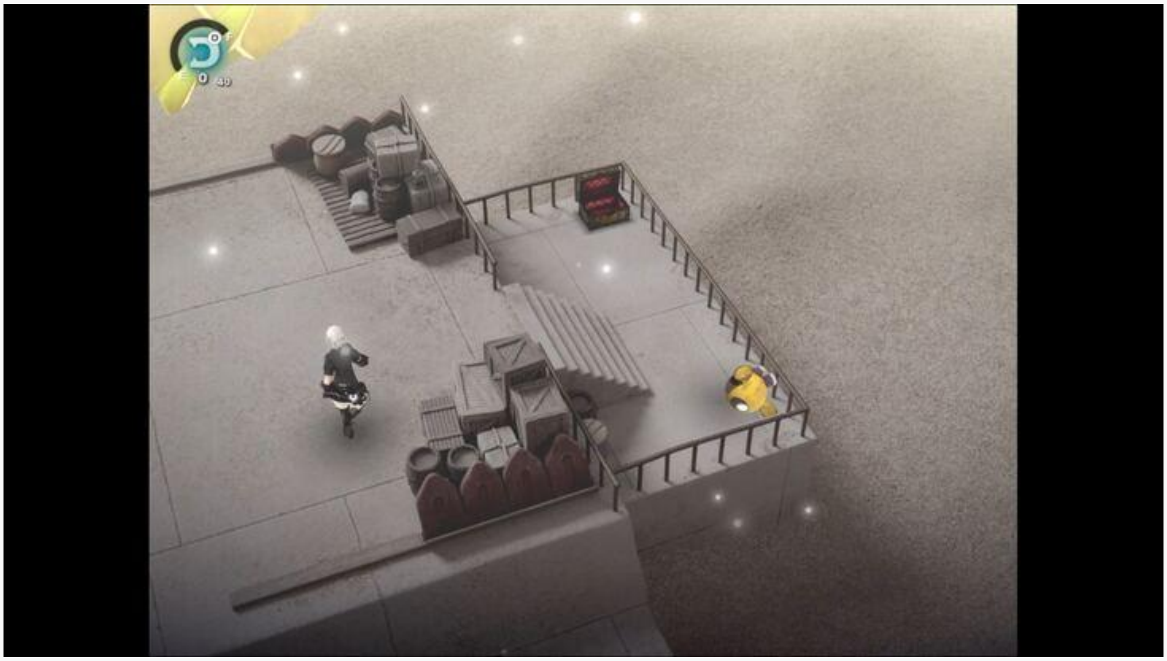


Remember those Whetstones we've been getting that I told you were important? Yep, this is why we need them. Go ahead and upgrade whatever you want (personally I maxed out Leo's Mithril Blade). You can open a new chest with that Machine Key we just got so I recommend you do so!

Warp to En's Harbor and move to the last pier. As you go around the corner you'll most likely spot the **Mechterite** in the corner so make sure to pick it up.

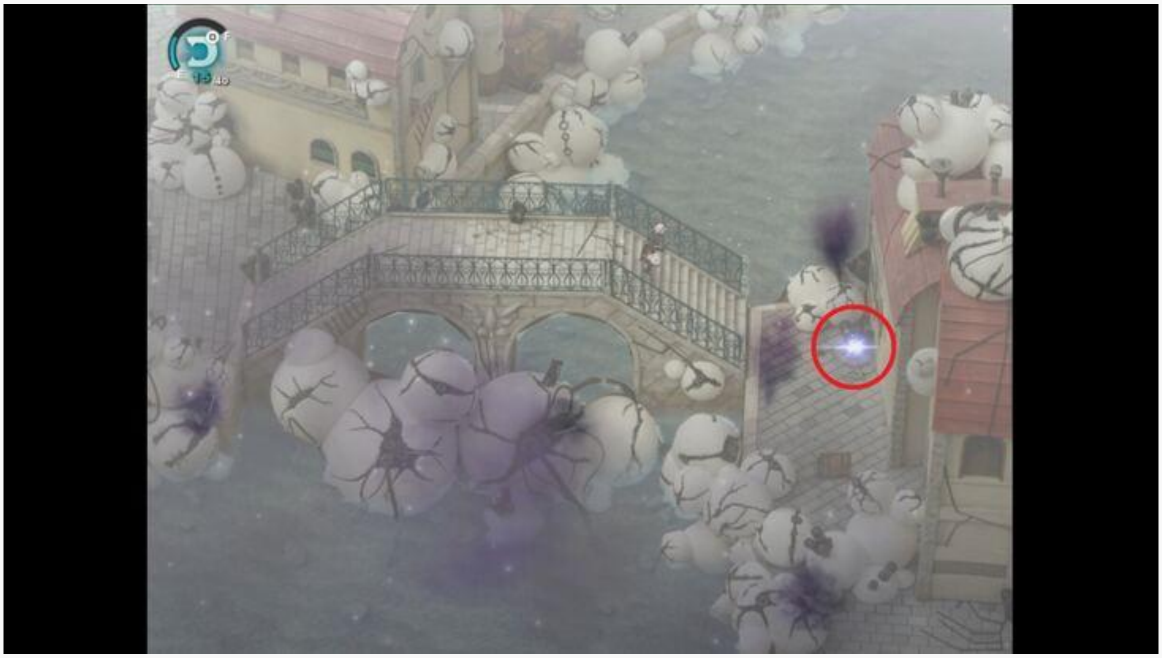


Move at the very end of the pier now to find the Robot Friend we were looking for.



These are 2 more robots saved! I like it when they come in pairs! They even give us **Anima Globe**, a really good weapon for Valrika. Ok, so our next robot is at a beach. Got it. There's only one beach that comes to mind. Before all that, let's return to Vence, most exactly East Vence - Deserted Area.

As soon as we appear, head back a bit and right across the bridge to find a **Mechterite**.



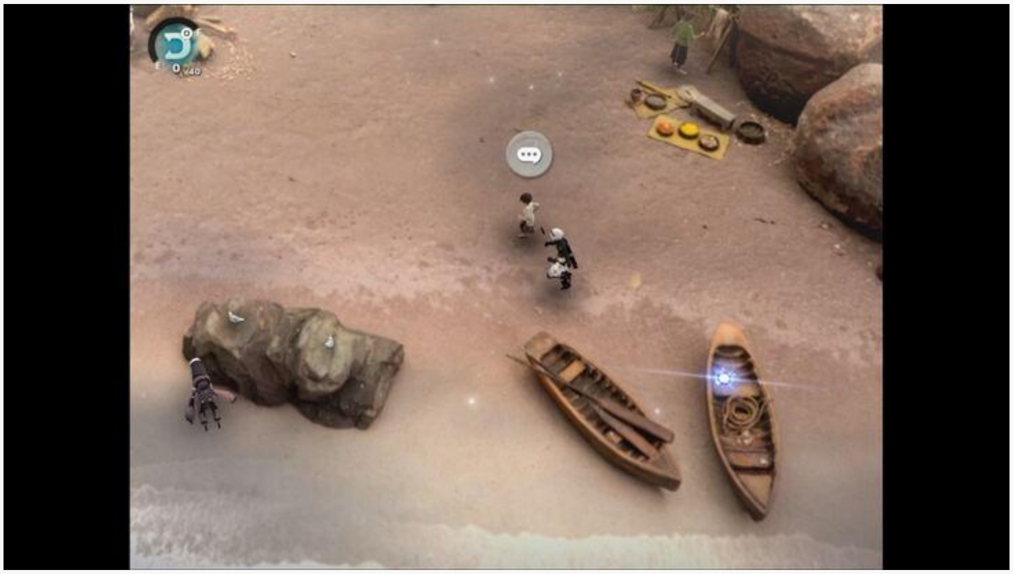
You can fast travel to the **Hidden Room** now and if you have any spare Machine Keys you can open the chests to find either a **Ruby XL** on the left or **Judgement** on the right, which is a weapon for Ez.

Ok, time to go to Vibra Royal Capital! Warp to **Outskirts**. See ya there.

Vibra Walkthrough

Outskirts

We are back in the Outskirts of Vibra! There's a couple of things we can do here. From where we start head down and right towards the beach and you'll most likely see our Robot Friend next to the rock. Don't talk to it yet. Instead go ahead and examing that sparkle on the boat for a **Mechterite**.



The large house to the left is Ez's house, remember? Outside you'll see a little kid in front of a weird device. Talk to him and you'll trigger a little scene. It seems we can use this device from now on to empty our Dimengeon Machine for a price... yeah, if you have it at 38/40 enemies you can clear it for a fee. This is amazing and it's not that expensive either.

Enter Ez's house now. Speak to the kids in here if you want, but enter the other room and speak to Ez's dad. Go ahead and talk to him to get another sidequest.

- The Golem's Revival

NOTE: I believe you NEED to finish the sidequest **Treasure Mountain** we got from Ez back in Valrika's Laboratory after we saved him because we need the Sorcery Core.

Head back outside, go up the stairs and go left. Enter the house next to the exit and you can find a sparkle in here for an **Elixir**.

And with that we are ready to check up on the Robot Friend who washed ashore. Please read the note below first.

WARNING: fixing this robot will take us to the Secret Base. This always happens, but unlike other times, this time we'll be attacked by MANY enemies, amongst them 2 boss fights in a row with no way of healing in between. It's tough, but it's also fights you've also done already. Be sure to **SAVE YOUR GAME** before you fix the robot just in case.

Ok, with that note out of the way, we'll be back in the Secret Base of course, and we've already rescued half of the robot.

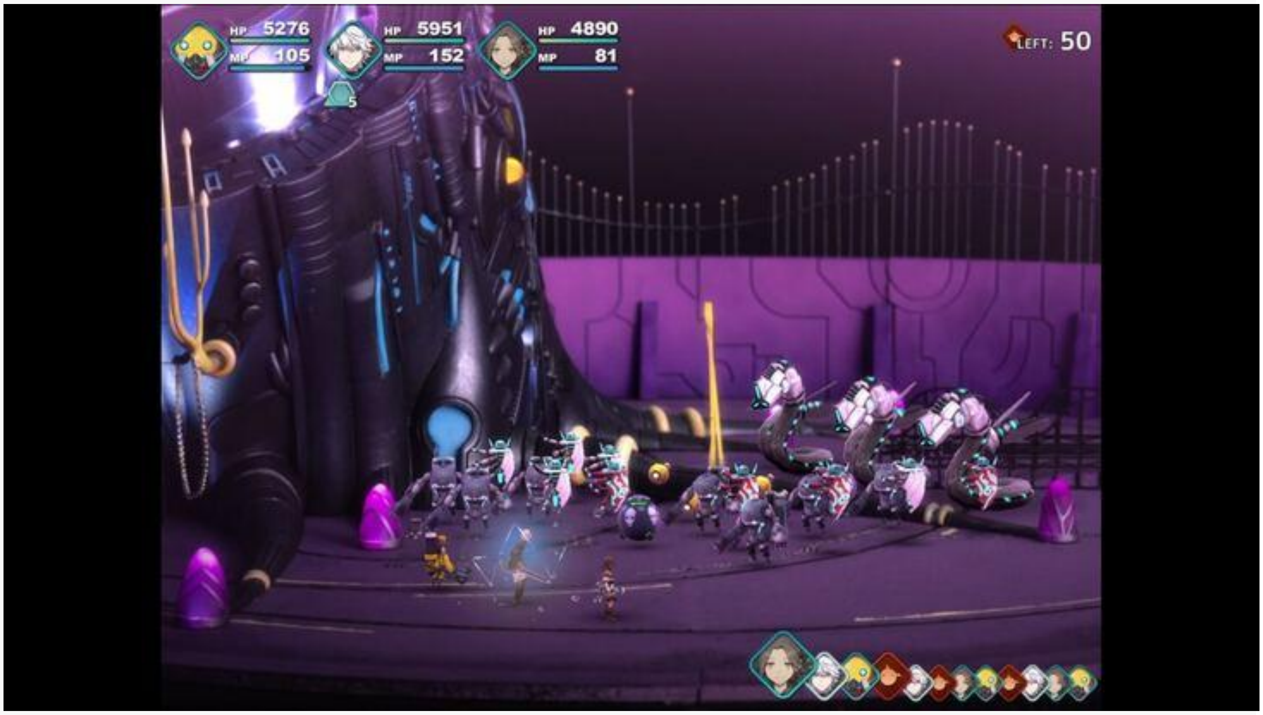
Secret Base

This pink Prickle we rescued actually gives us **Machine Key x2**, which is fantastic! Even more chests we can open! Our next robot is **on top of a building**.

And like the note above stated, many enemies will make their way towards our base. Sadly I didn't check if we could actually leave and come back later in case we were underleveled, so if you can do let us know down below in the comments. This also starts the main quest **Defending the Base**.

Let's help these guys out! Use the room next to where we currently are to heal up, then save your game. When ready, talk to Prickle and let him know you're ready. Just for reference, I was level 38 here with Ez being around 34. Prickle will also be in the party so we'll need to choose a third party member. I took Ez of course.

The first fight looks actually pretty sick! We'll have a plethora of enemies in front of us.



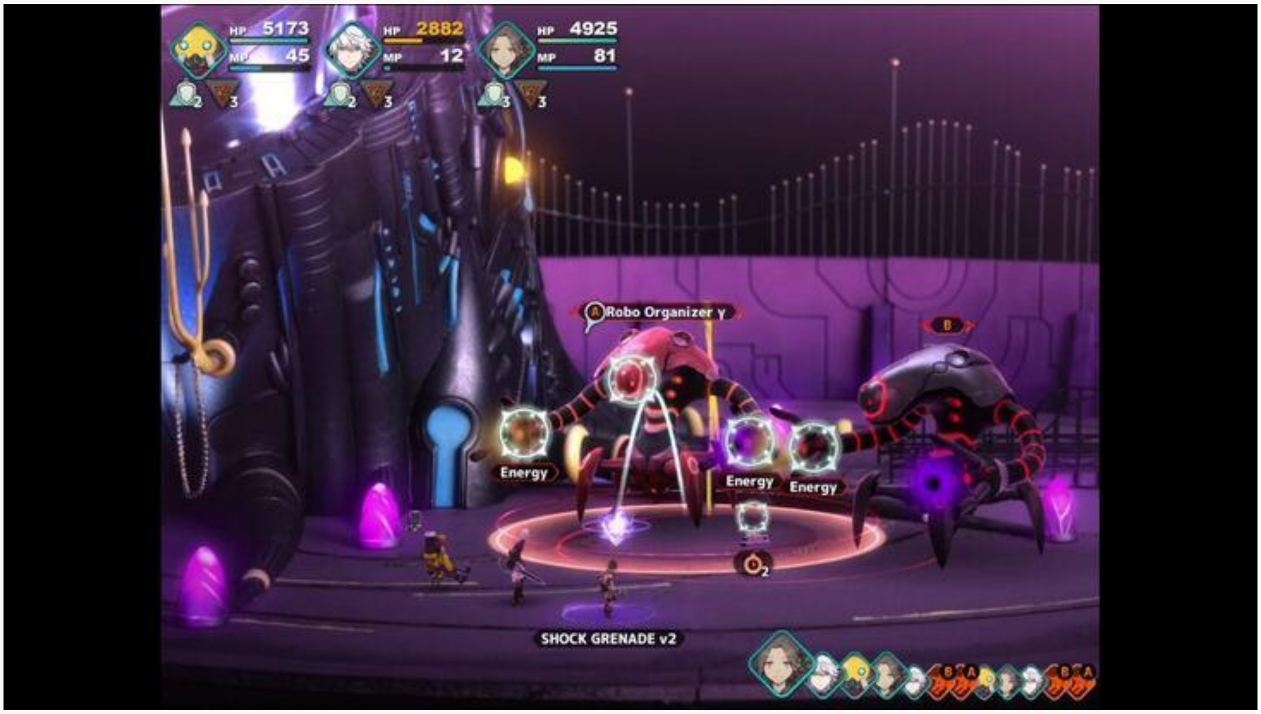
Don't let the amount of enemies scare you. Using your skills that go through enemies helps out a lot in taking care of them. Ez's Shock Grenades are godly here, dealing 2250 damage to like a ton of these little enemies, and even more if you extended the range of his grenades in his Growth Map. Whenever they do have their turn, however, they will attack 3 times at random. These attacks do around 500 dmg. each, which isn't bad.

After this fight, however, is when we go into our boss fights. These boss fights are easy, BUT the difficulty lies in the fact that we're fighting 2 back to back. I won't go over them since they're the same as they were before, only recolored so I'll leave the links to the original fights below:

- Atomecha
- Robo Organizer Complete

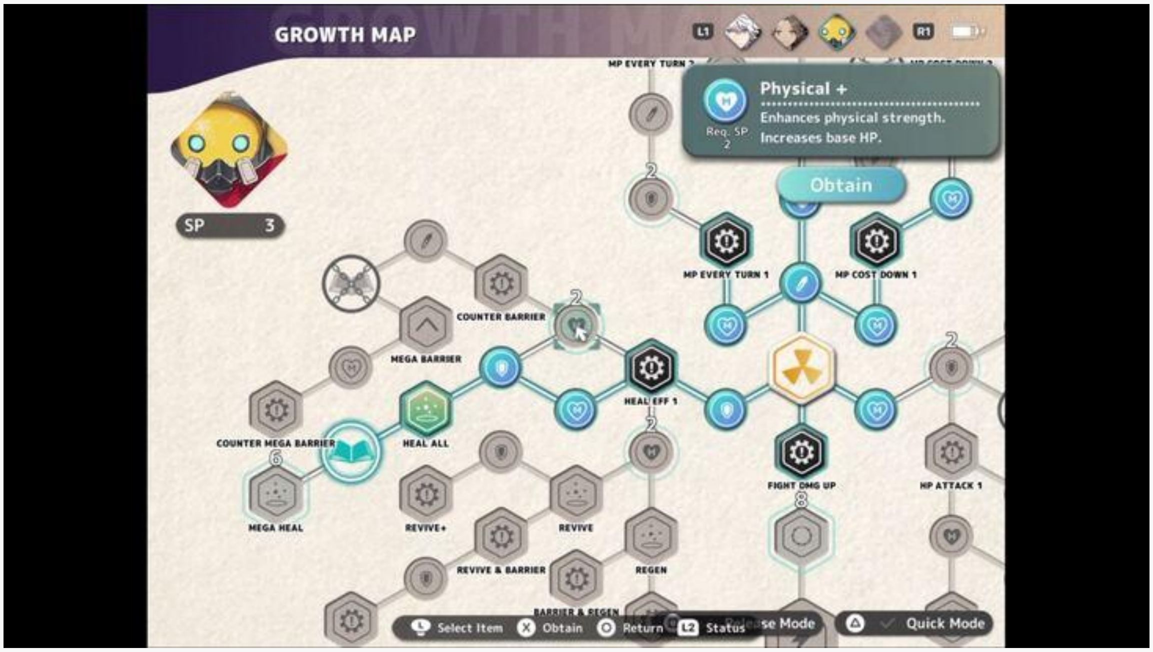
Of course they are stronger than before, but so are you. Highly suggested you bring Ez over Valrika to this fight to take advantage of his Guard Up All and Attack Up All, as well as his All Potion S. Fantastic. They're also weak to Lightning so Shock Grenades are amazing.

For the second fight against the Robo Organizers, 100% focus on one at a time while you try to attack the second one only if you can while attacking the first one. Also, when they prep their elemental orb beams, make sure to focus on the right color of beam. You can most likely target both with Ez's grenades so that's really helpful, but also make sure to bring up Prickle's Barrier and if you can Ez's Guard Up All.



After the fights we'll have a scene with the Robot Friends and they start calling us their heroes haha. More importantly, a little something comes down from the "heavens" and lands on top of Prickle. Yep, it's his own Divine Artifact and his own Growth Map will open up.

Thankfully, since Prickle has been already leveling up he already has SP to use, so you might as well put it to good use. Again, his growth will be completely up to you. Personally, my growth with him went left first. Going over here you can get tons of DEF, but I also went left from the split to get **Heal All**, which is amazing as it lets you heal all the party. Finally I don't have to have Ez stuck using Potion All S over and over haha. We can also increase the healing effect over here. When you gain a couple more levels and SP you should go up from the center and grab that **MP Every Turn 1** and **MP Cost Down 1**. This will help you TONS when using Heal All, of course if you go that route with Prickle.

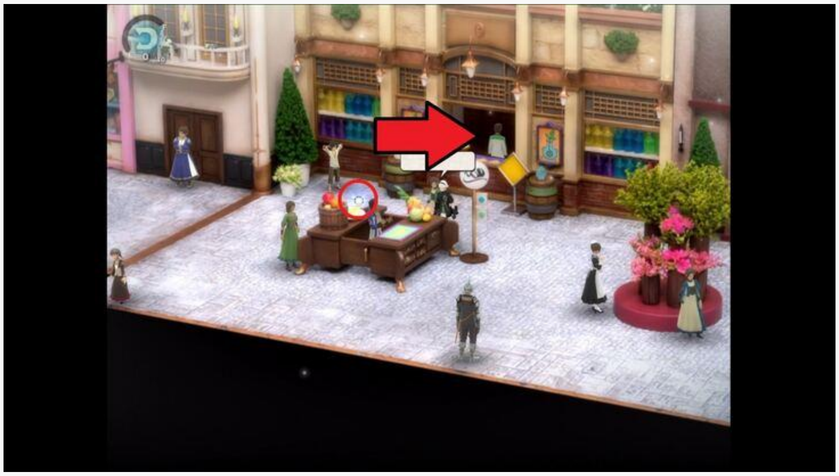

GROWTH MAP
SP 3
Physical +
Req. SP 2
Obtain
MP EVERY TURN 1
MP COST DOWN 1
COUNTER BARRIER
MEGA BARRIER
HEAL EFF 1
COUNTER MEGA BARRIER
HEAL ALL
FIGHT DMG UP
HP ATTACK 1
MEGA HEAL
REVIVE+
REVIVE
REVIVE & BARRIER
REGEN
BARRIER & REGEN
Select Item
Obtain
Return
Status
Quick Mode

Enhances physical strength. Increases base HP.

After that let's warp back to Vibra, **Royal Capital - Center**.

Vibra

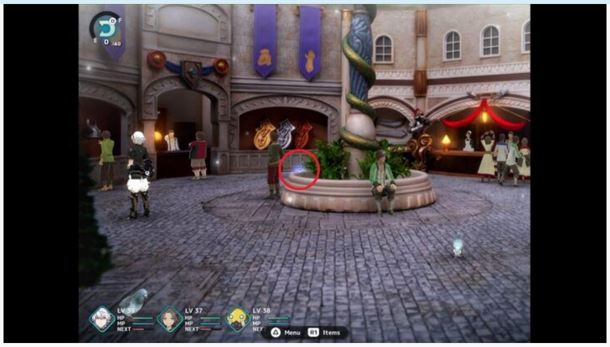
This is where we fought the Cinderella Tri-Stars, remember? There's not much we can do here, but move ahead and you'll find a very sneaky **Mechterite** behind the isle.



Now, talk to the shopkeeper in front of this isle (marked in the image above) and if you released the prisoner back in the coliseum (remember that one guy that asked you to let him go?) he'll be here. It seems he's a good boy now and he'll even give you **Wizard Belt**. This is fantastic! It doesn't have much DEF, but it increases your MP by a lot.

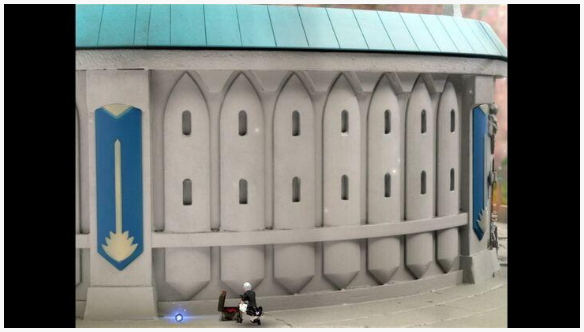
And with that, move to the end of the area and you'll be able to find another **Mechterite** behind the middle pillar-thing. Also, the NPC that's sitting in front of said pillar-thing will ask you for 30x Poison Apples. These are enemy drops and if you give them to him you'll get a **Toxic Ring**.

NOTE: Thanks to Bells in the comments for this!

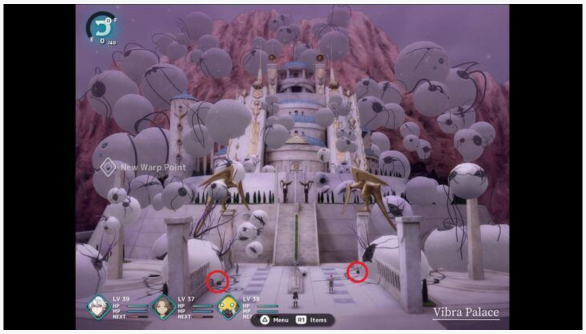


Go ahead and leave the place back to the "world map" and go northeast to find the Coliseum. "Head inside" and we'll be right outside it. In here go right first and talk to the man in purple. He gives you a whopping **Energy Drink x100**. Insane! Further ahead is a chest with **Protein Drink x15**.

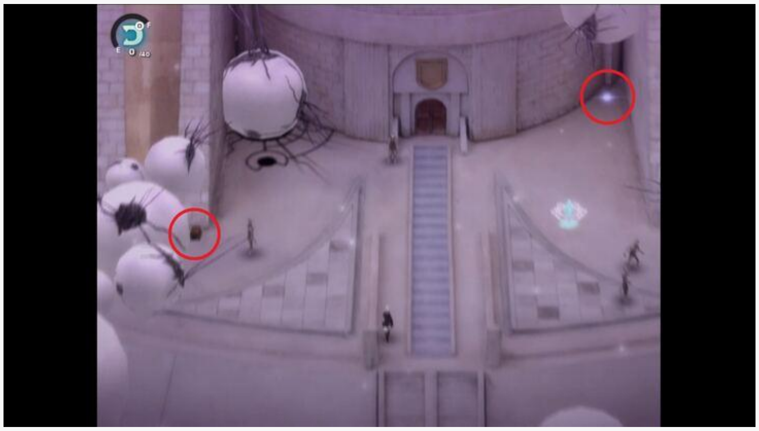
Go to the left side now to find another chest, this one with **Energy Drink x15** as well as a **Mechterite**.



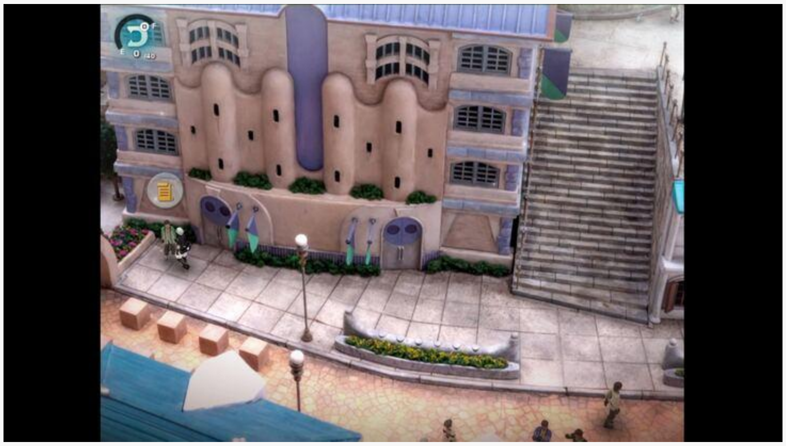
Exit the coliseum and head north on the world map head north to the **Vibra Palace**. We are outside the palace itself now. In this first open area you can find a chest on the left and one on the right, with **Whetstone** and **Onyx L** in them.



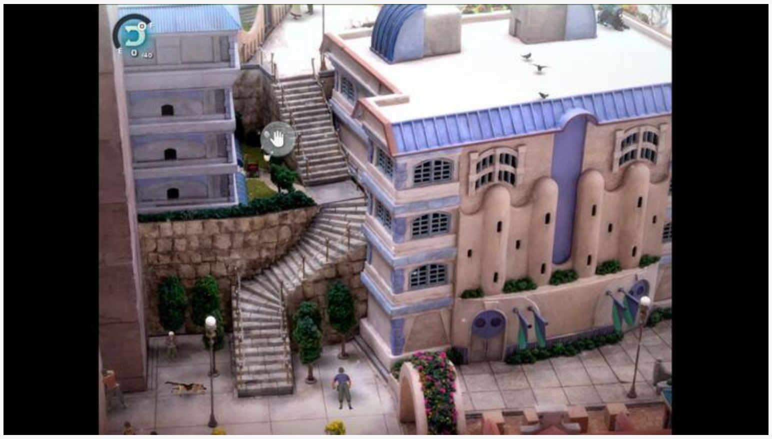
Head up the stairs to the very top and you'll be able to find up a chest on the left with **Cyclone Ring** and another **Mechterite** in the upper right corner. Not going to lie, I thought these were going to be MUCH more scarce haha.



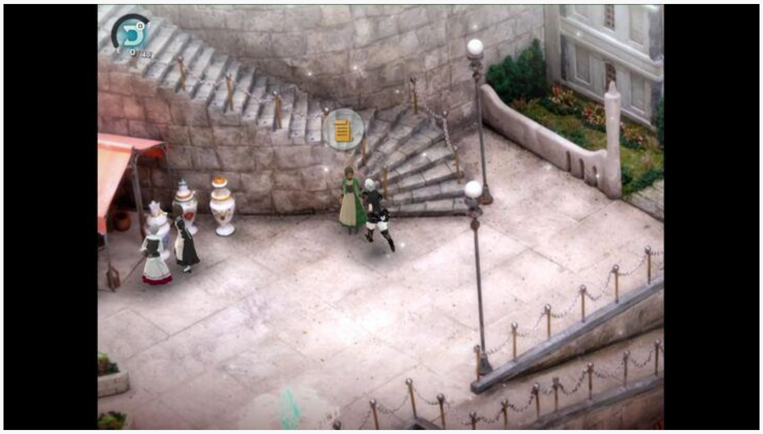
We cannot enter the palace itself, so go ahead and warp to **Town Center**. Yeah, we're back here! Let's go over what we can do real quick. From where we appear move northwest and you'll find another one of those guys that want to board the Uzra. Go ahead and talk to him.



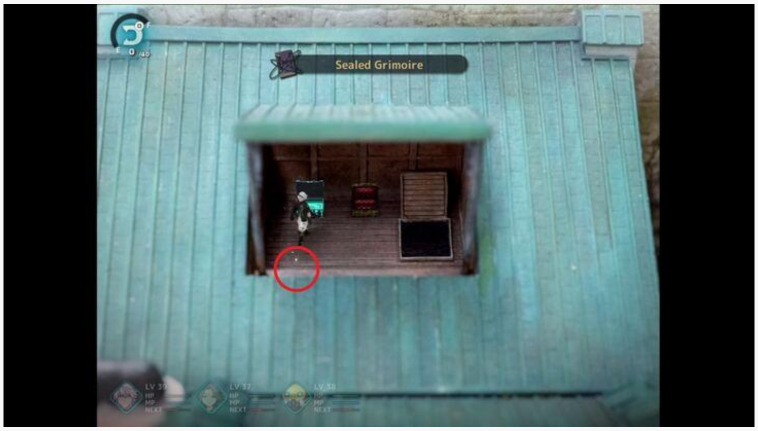
Move past him into the little open area and go up the stairs. Halfway through them you'll be able to find a **Mechterite** on the left side.



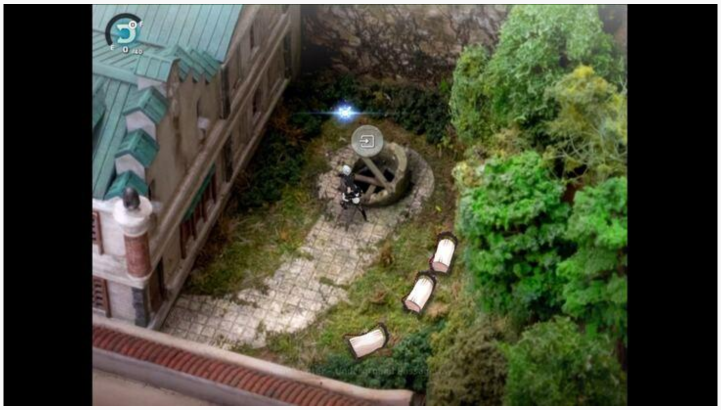
Head up to the main plaza and talk to the woman dressed in green near the save point. Yeah, another person wanting to board that Uzra. Neat.



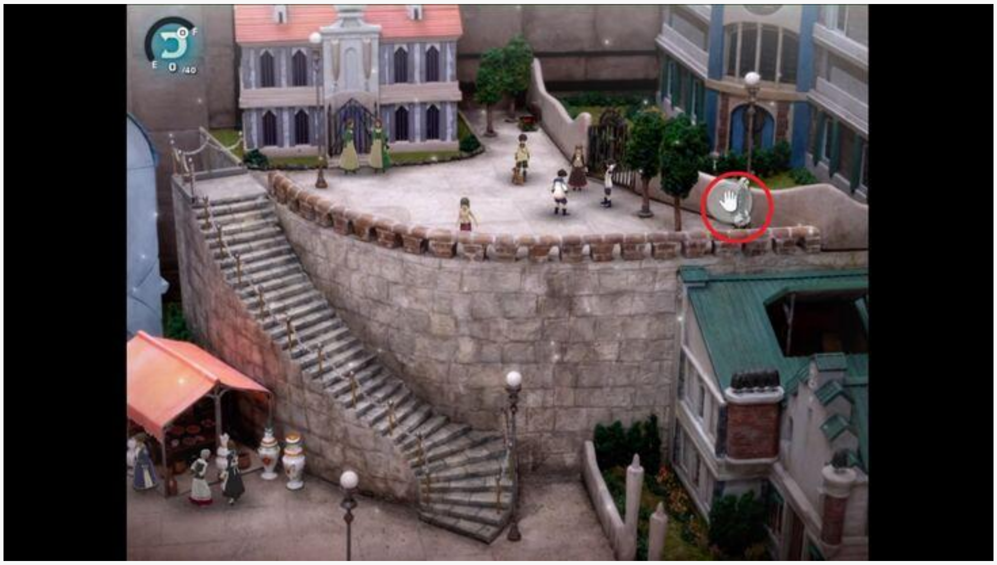
Proceed inside Leo's house now. Nothing new I could really find besides the locked chest inside the room halfway up the stairs. It has a **Trinity Light**. You can check the tires next to the door as well for **Mechteria Core x2**. Head to the top of the stairs now and you'll find another locked chest. You need a Machine Key so once you have one come back and open it up for a **Sealed Grimoire**. There's also a **Mechterite** hidden.



Head to the back of the house now. The chests are still locked, but you can find another **Mechterite** in the back.

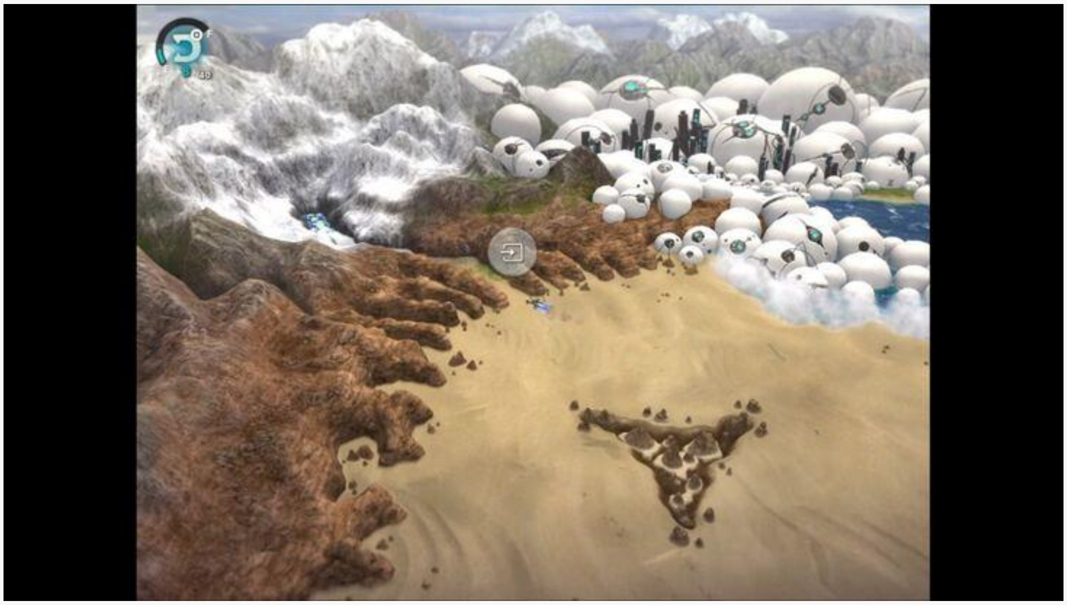


Exit Leo's house and go up the stairs next to it and again, you can find another **Mechterite** up here in the corner.



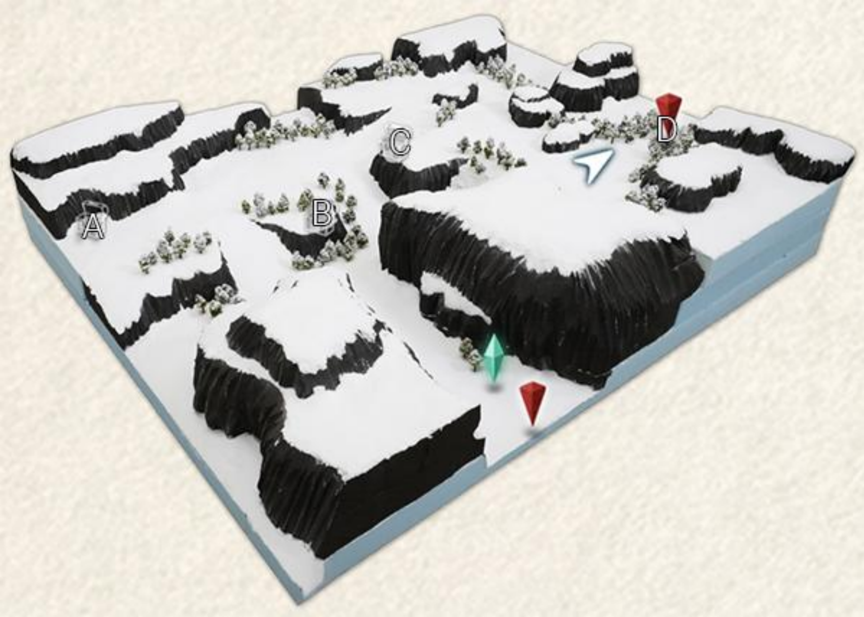
One last thing, head to the bottom of the area and speak to the man outside the Inn. The final guy that wants to board the Uzra is here. This will end the quest and take you back to the Uzra. Nice. We're done in Vibra as well.

Now, let's go do **In the Northwest** main quest. This will take us to a new area! Simply open your warp page and click on the Uzra, then select **Pilot Ship**. Once you're driving it (which, by the way, drives horribly with a controller) head north of En, into the corner where you see a little opening.



You need to walk the rest of the way, but it's not far. On the way you'll see another marking on the wall. Examine it and Valrika will mention it's the mark of the gods. Interesting. Past this is a sparkle with a **Potion L**. Pick it up and enter our next area, **Frozen Tundra**. See you in the next page!

Frozen Tundra

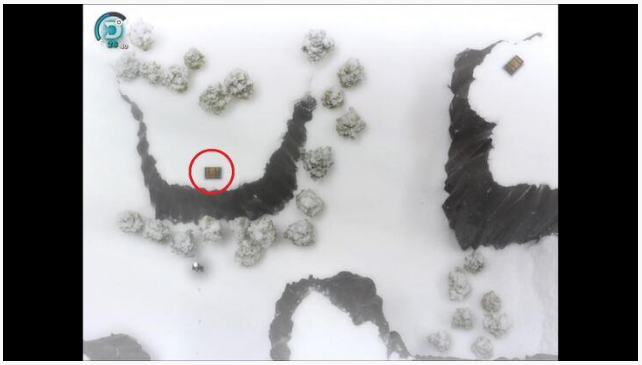


My lv.	37

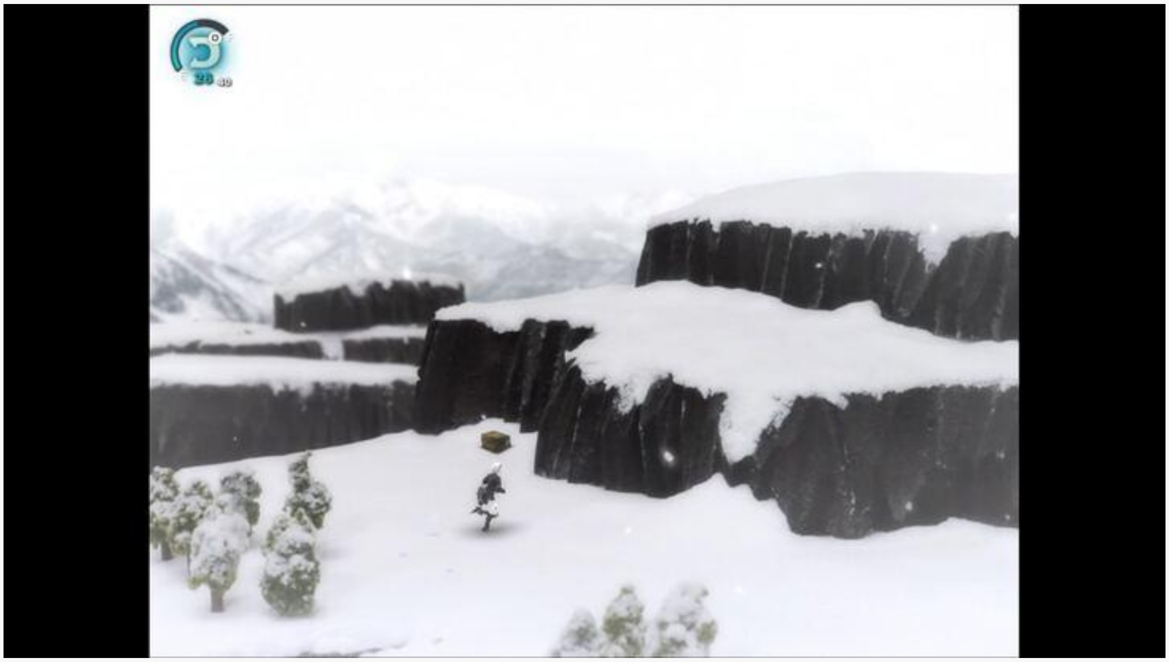
ENEMIES		
NAME	HP	WEAKNESSESS
Ice Slime	3540	Fire
Crystalander	5760	None
Ice Squeaker	3510	Fire
Ice Orblus	4730	Fire

Watch the little scene as we enter and Prickle mentions there's another meteor here. Could Zinikr be inside it just like Ez was in the previous one? Only one way to find out!

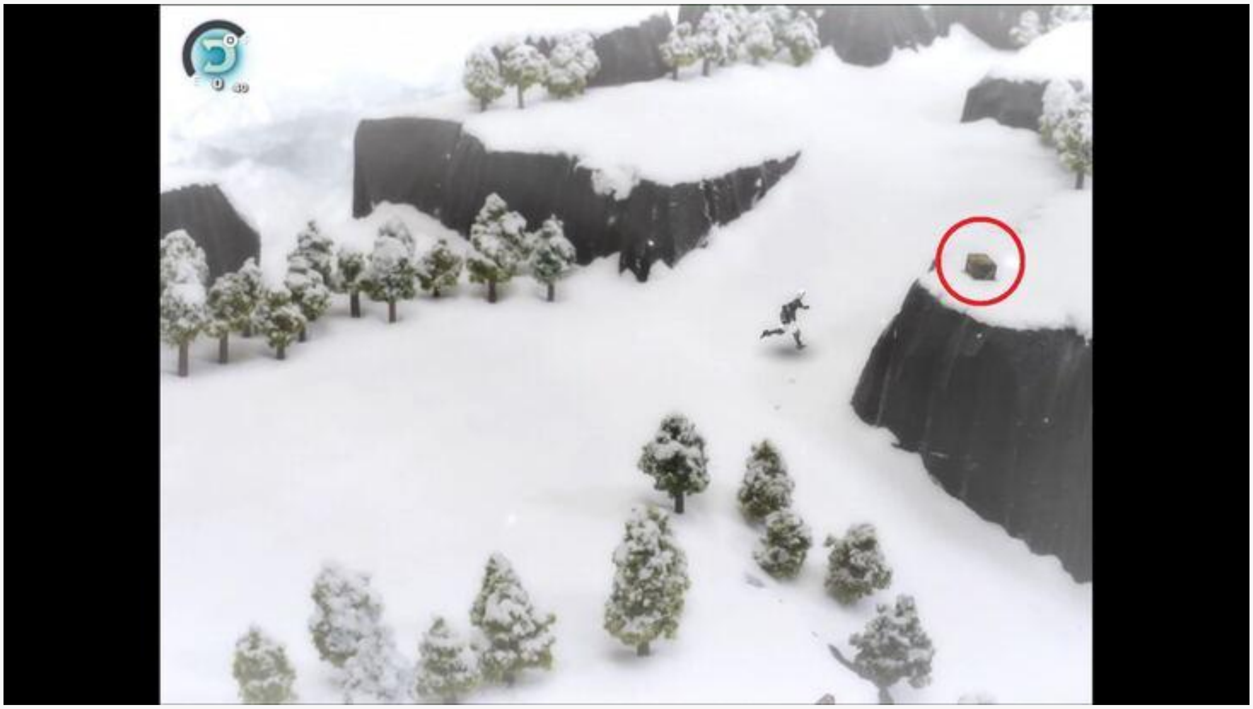
Start by saving up your game and healing up if needed. Now if you look ahead you'll immediately see a chest on top of the little hill (just above the trees). Move up and the camera will pan upwards, giving you a bird's eye view. Go up and around these trees to open up the chest for **Ether L**.



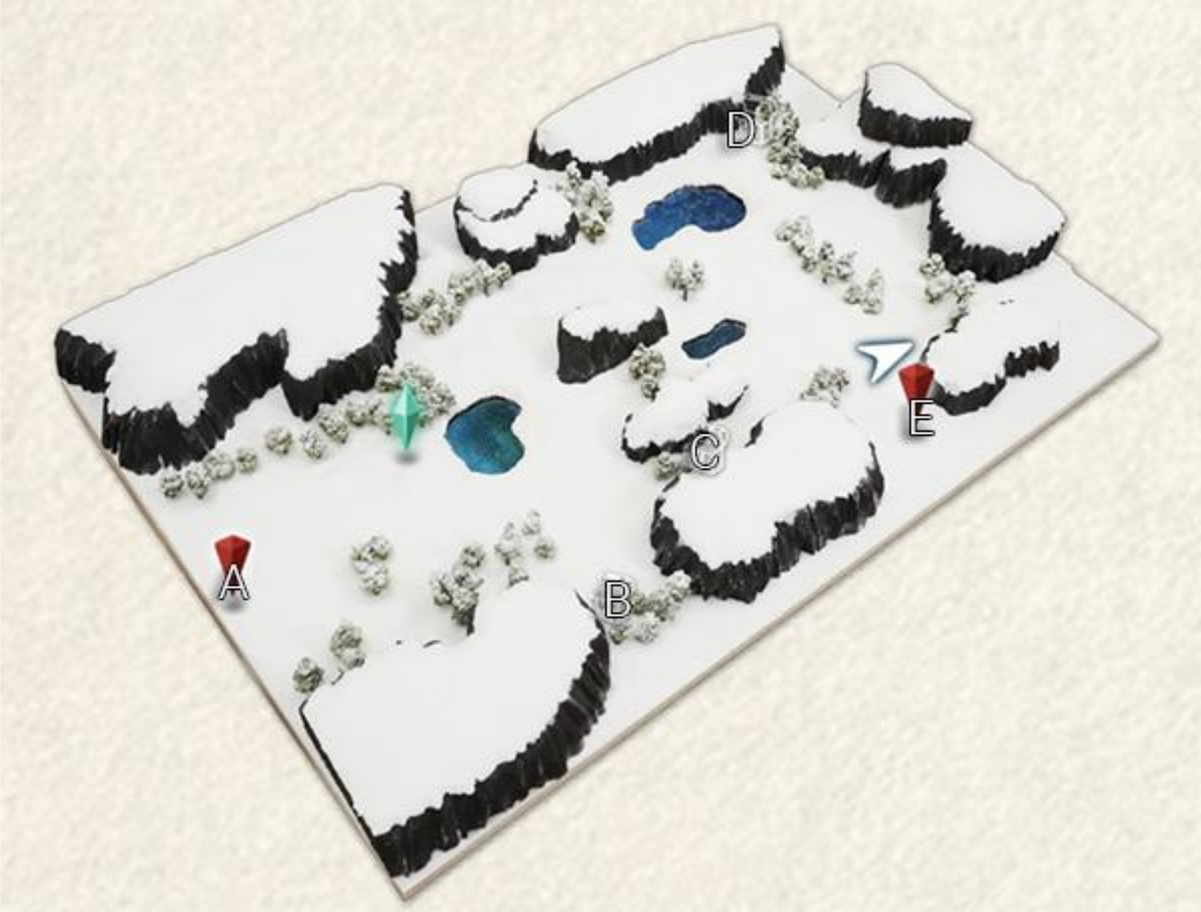
Before we continue, head west from here and you'll find another chest at the very end, this one with **Whetstone**.



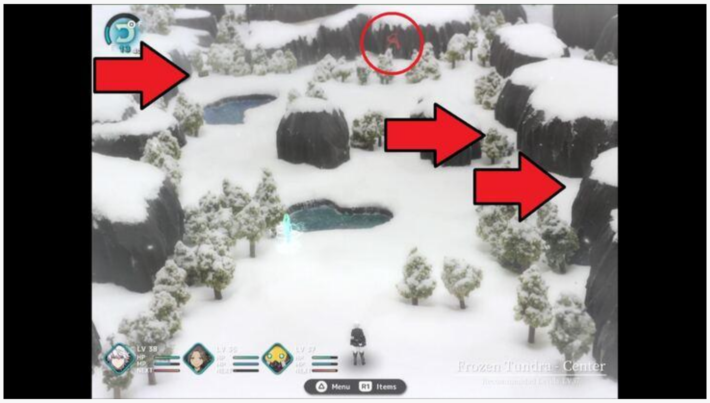
Return to where the first chest was and go east now where you'll see a second chest up the hill. For this one you just need to continue going east and around the large rock. Open it up when you get to it for an **Iris Quartz**.



Now simply continue east and into the next area.



A little scene will take place where we have a little earthquake and we'll start hearing a voice. When we regain control we'll have an incredible view of the entire area. To make our lives easier I'll point out the chests in the area. Do make note of the red mark in the back. I'll talk about it down below, but MAKE SURE to save your game before you examine it haha.

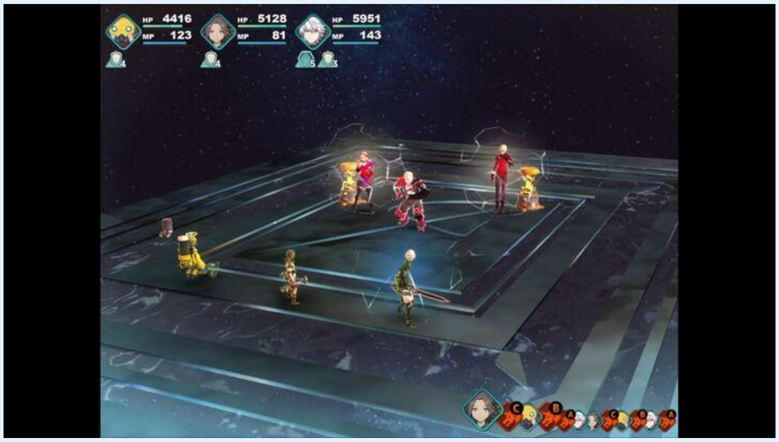


The first chest to the right has **Potion L x5**, the chest in the middle (which you have to go around to get) has a **Large Agate**, while the last chest in the upper left corner has a **Whetstone**.

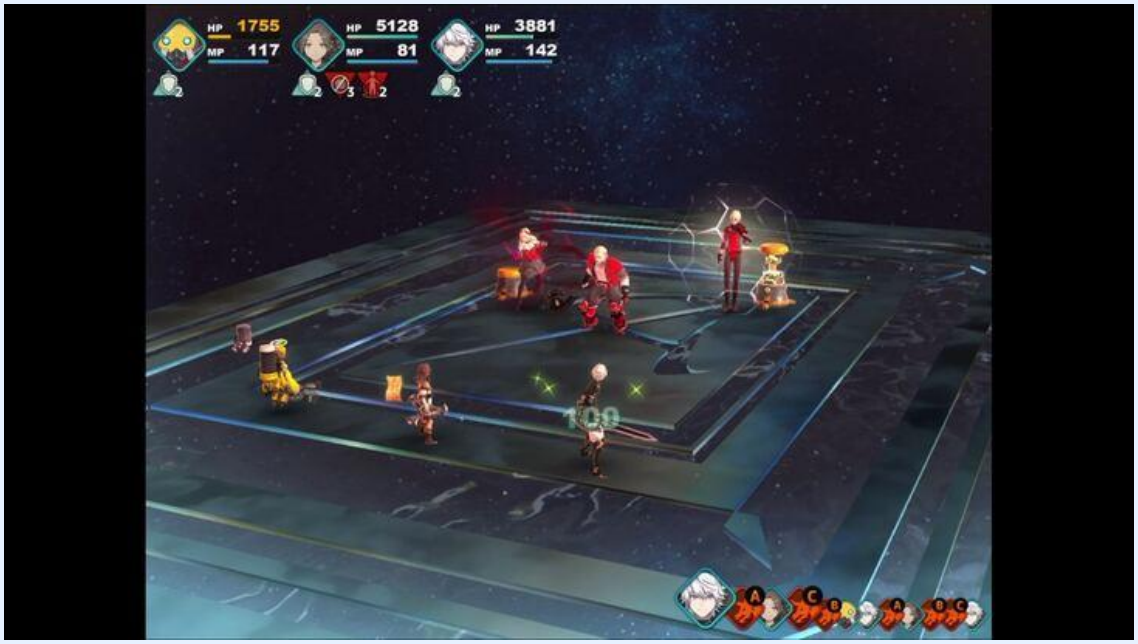
Now, for that red marking on the wall. Remember from WAY back the group we used to encounter called **Cinderella Tri-Stars**? Yeah, they're back and they'll appear as soon as you examine the mark. And yes, we have to fight them AGAIN.

CINDERELLA TRI-STARS

This fight is not hard at all (just like all the previous ones), but yet again they have a little gimmick that makes it unique. They have a pair of barriers to protect them from your attacks, which they call "The Rock". Both Morrigan and Folt get a barrier and Dotty doesn't get one, probably because he guards a lot.



Anyway, the barrier will go down after a couple of turns so use the first couple of turns to put up a barrier and increase defense. When they do go down you'll want to go ham on them, mainly on Morrigan. The reason is because her barrier doesn't come up anymore, BUT you'll want to be extremely careful because she'll get this red aura and inflict Berserk on a party member.

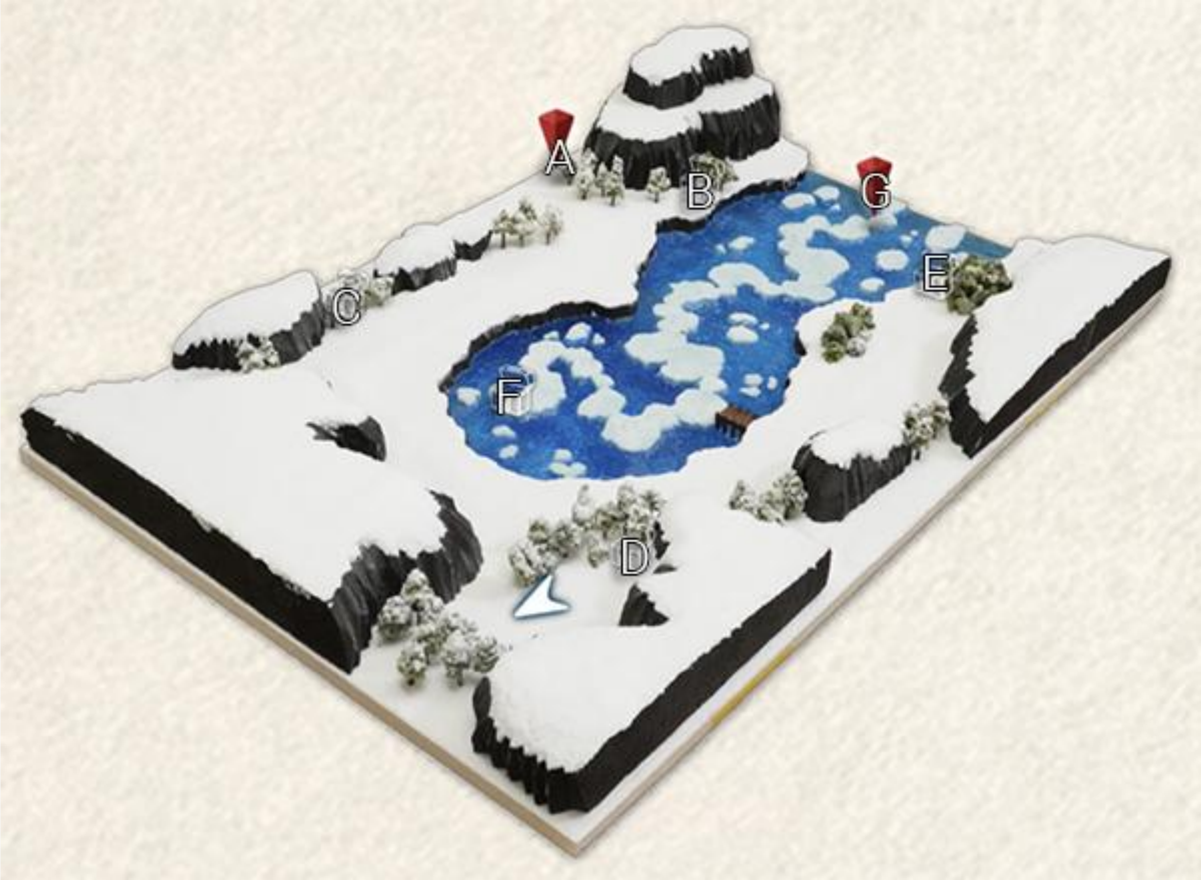


You want to be extremely careful here and heal that Berserk ASAP. The reason is because anyone who attacks Morrigan while the red aura is up will instantly die. Yeah, horrible. Of course, if the character with Berserk gets their turn right after Morrigan is like this and attacks her... well, not much you can do here. Just revive immediately and continue.

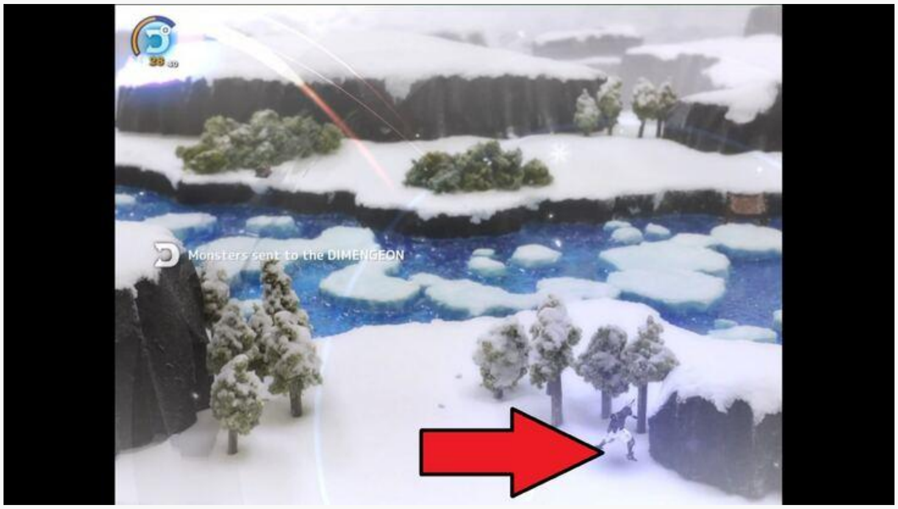
But that's about it for the gimmick. For Folt's barrier you'll have to attack it a couple of times to bring it down, but then you can deal tons of damage before he brings it back up. As for Dotty, he's the same as usual haha.

Nice fight that gives us TONS of EXP and even a **Machine Key**. Much appreciated. They tell us our next encounter will be **in a valley of numerous, curving paths**. Sounds like Ancient Mountain Path to me. We'll see. Once they leave we'll pick up **Cinderella Badge IV**.

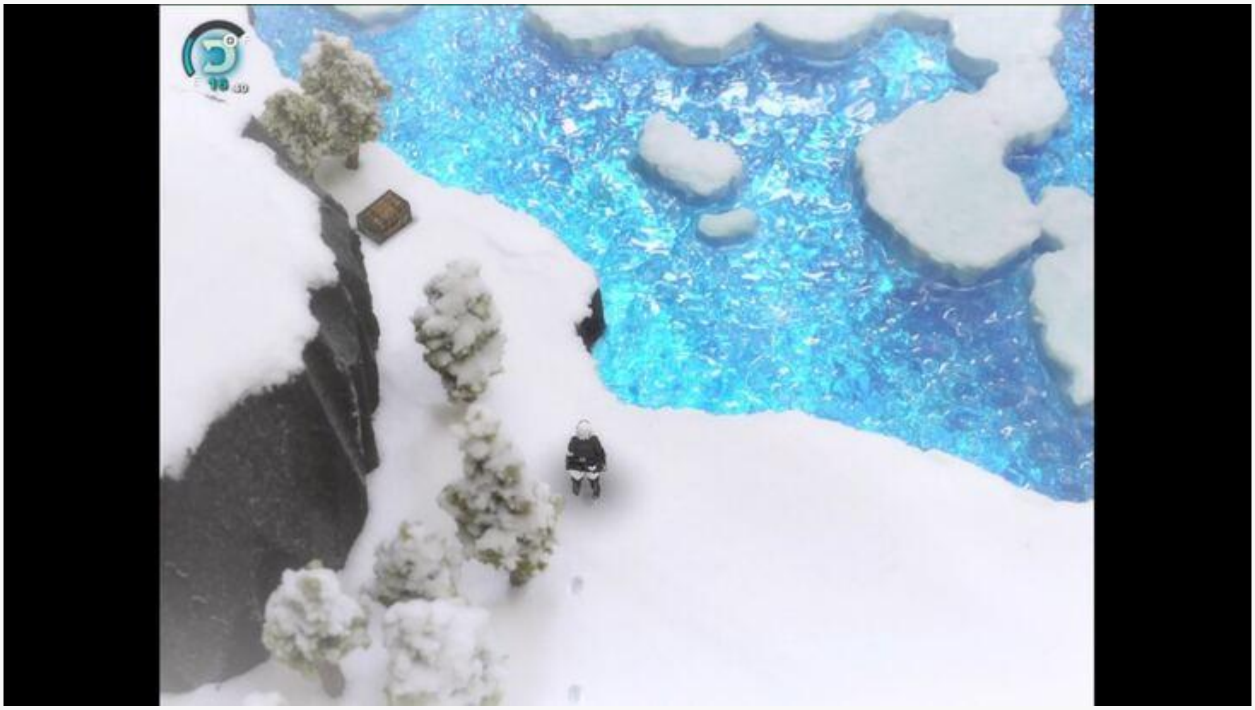
Once you regain control, head right into the next area, "Icy Channel".



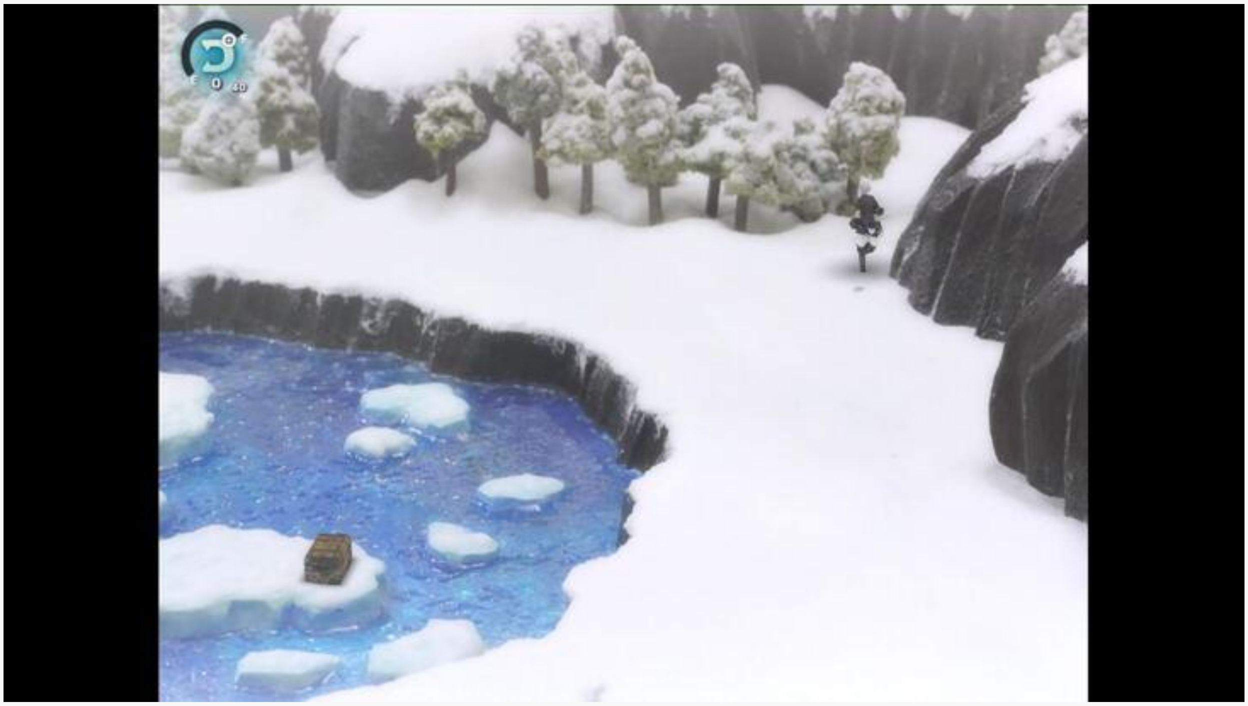
AS SOON AS YOU ENTER stop! You want to go right sticking to the bottom of the screen to find a very sneaky chest with **Sunstone** inside.



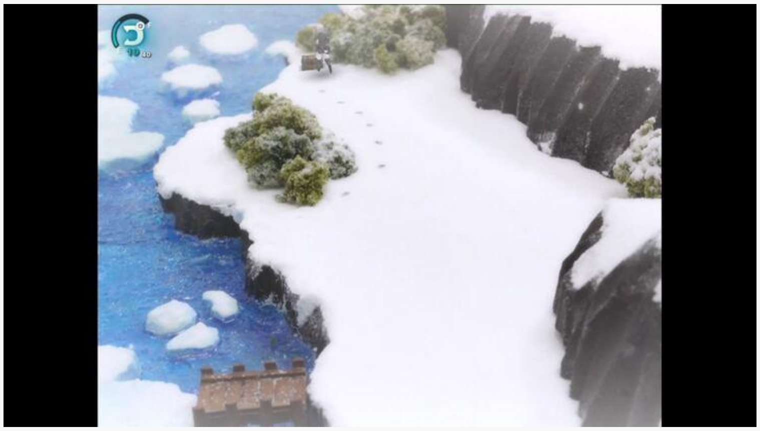
Return and move forward, going left from the river to find another chest, this one with **Speed Mastery**, which opens up a path in Ez's Growth Map.



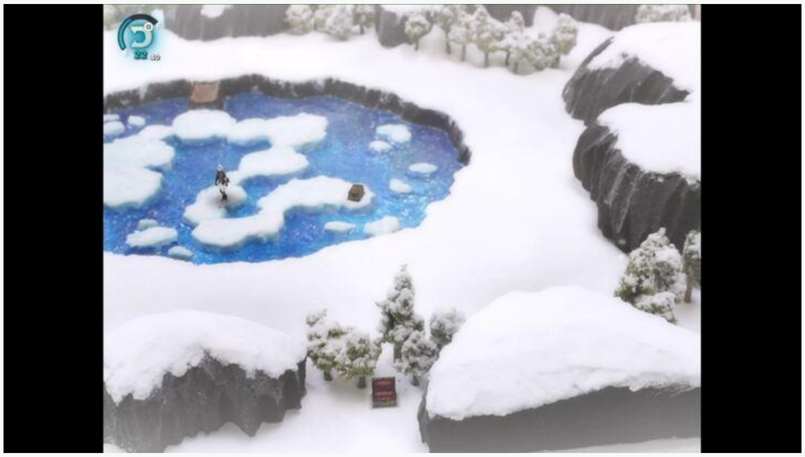
I recommend you go down this path as soon as you can so you can get **Quick All**. It'll come in handy later. Anyway, continue moving alongside the river and as you go around you'll want to go through the trees and the hill in the upper right and you'll get to another chest, this one with **Sapphire L**.



Continue moving forward and a little scene will play where we hear Zinikr some more. Oh man what is he saying? I guess we'll find out soon enough. Ignore the little pier and continue moving north to find a chest at the end with **SP Capsule**.



Head back to the pier and get down onto the ice. Head south first to find the final chest in here with a **Whetstone**.



Now simply head north into the next area and use the save point here. Heal up and save your game. Read also the boss strat down below so you can make preparations prior to enter!

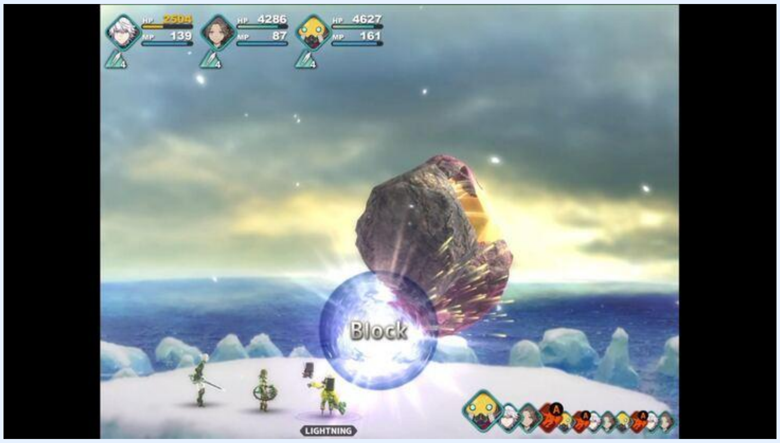
Look... It's Zinikr!

ENTRAPPED ZINIKR

NAME	HP	🗡	🛡
Entrapped Zinikr	70000	431	285

Ok, this boss is something else! Unlike when we rescued Ez, this time we fight the crystal meteor while Zinikr is still inside. It also introduces a new mechanic to the game, and it's something we'll have in many bosses moving forward.

This mechanic is the movement of the boss (or part of the boss) and you having to time your attacks to actually hit the boss and not get it blocked/missed. In this case, we have that rock spinning around the boss itself.



For this fight you'll want to be careful of not attack while the rock is in the way, otherwise you'll hit it and your turn will be wasted. Yeah, learned the hard way. We'll have other bosses later on that have the same mechanic, at least very similar in which you have to wait for the right moment.

With that little explanation out of the way, let's start with the boss. Surprisingly enough, this meteor is a very simple boss. I've been saying that for almost all of the previous boss fight, but it's true! You'll see that the crystal will have a certain color. This color indicates the current element of the boss and its weakness.

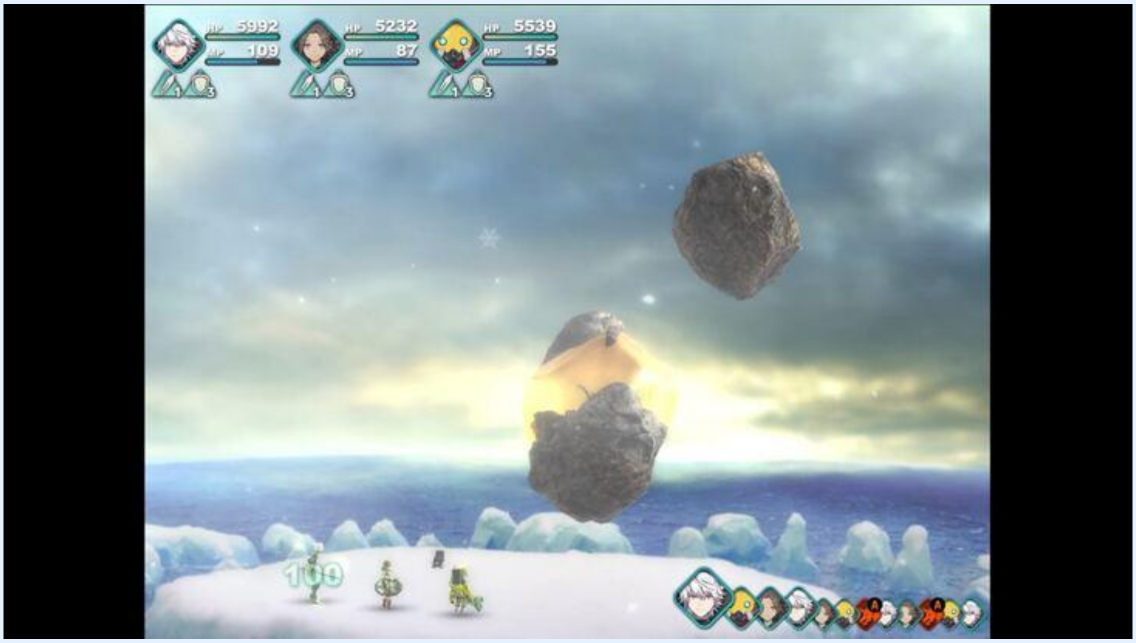
This is EXTREMELY important because it's the only way you'll be able to damage it. All of the other attacks/elements will have very high resistances, making it useless to attack. As you do enough damage to it you'll have **Element Change** above, where it changes its element and its weaknesses.

I'll leave the colors down below and the weakness, the element you need to attack.

- Brown (Earth): Lightning
- Blue (Ice): Fire
- Red (Fire): Ice
- Purple (Lightning): Earth

As for attacks, it literally just has a couple. It has a single attack spell, and a party-wide attack spell. These deal the same damage, only that the spell itself changes depending on what element is currently on: Blizzard is on Ice, Gaia on Earth, etc. These deal around 1500 dmg. for the single target spell, and around 1800 to the party-wide spell. Overall not that hard hitting as you may thing, and definitely something you cannot heal with Ez or with Prickle if you decided to get the Heal All spell.

After dealing enough damage, however, the rock floating around the boss will raise and start spinning above it.



This is the preparation for its most dangerous attack, **Comet**. For this you'll want to immediately heal your party to full, put us Barrier All, and if you can and still have time, lower its attack and raise your defense. Yeah, you want to do as much as you can to prevent damage. With all that I mentioned above, this attack barely did around 1400 damage, which isn't bad. Immediately heal afterwards.

The Comet attack does something else. You'll note that the rock spinning around now has shattered and there are 3 smaller rocks spinning. This makes it more difficult to hit the boss (kinda), but most importantly, Comet changes a bit in which now, instead of being just one massive attack, it'll be still a strong attack but you'll be hit several times. Yeah, this one hits even harder. With all the stuff mentioned above (except lowering its attack) I still took around 2700 damage.

Oh and don't worry... or rather, worry a lot because after this the rocks will split even more and now there'll be a ton of rocks floating around (a total of 5). Again, the fight remains the same, but hitting the boss is now even more challenging, and its next Comet attack will hit even harder, doing around 3500 damage to the entire party.

After this last one, the rocks become tiny and it becomes impossible for you to attack it. I hope by this point you lowered its HP considerably because the only way for you to attack it is by waiting until it preps its next Comet attack which will hit for a little bit more. You want to be quick and take care of it ASAP.

Watch the scene after the fight and we'll finally rescue Zinikr. We'll talk about him possibly being a god, or maybe being a god in a previous life. Of course this doesn't sit well with Valrika which is understandable due to the way her world is. Watch the scenes (Zinikr apologizes... a lot haha) and during it he'll actually gain his Divine Artifact! Awesome! Now we only need Valrika's Divine Relic. Sadly it's locked behind the Lv.40 main quest. We'll get to it in a bit.

We are then warped back to Valrika's Laboratory. Continue watching the scenes and we'll regain control shortly after. Go ahead and check up Zinikr. Yeah... he's extremely underleveled. Equip him with the **Unfamiliar Stone** we got from the Mechterite to really increase his EXP gain. Also note that he doesn't have to be in the party to gain EXP so you can keep him out a little bit until he's strong enough.

As for his Growth Map, I personally started by getting him the second Jewel slot, and from here I actually took him up to get Counter and Holy Strike (of course once you have enough SP).

And with that, let's make a detour really quick. Warp on over to the **Maxi Toy Box** northeast of Vibra (1st option) and as soon as you enter Leo will remember about the locked chest in the back. Yeah, you remember that chest I told you to ignore way back when? Yeah, this actually starts a sidequest, probably so you remember that it's still here. It IS a Lv.47 sidequest so it'll be a while before we can do it. Don't worry, once we're near that level I'll remind you. Nevertheless, I'll leave the link to it down below.

- The Forbidden Chest

Now go ahead and warp to Vence, Marketplace.

As we arrive head north across the bridge and you'll see a woman on the left dancing. Talk to her to get another sidequest.

- The Lost Crystal Ball

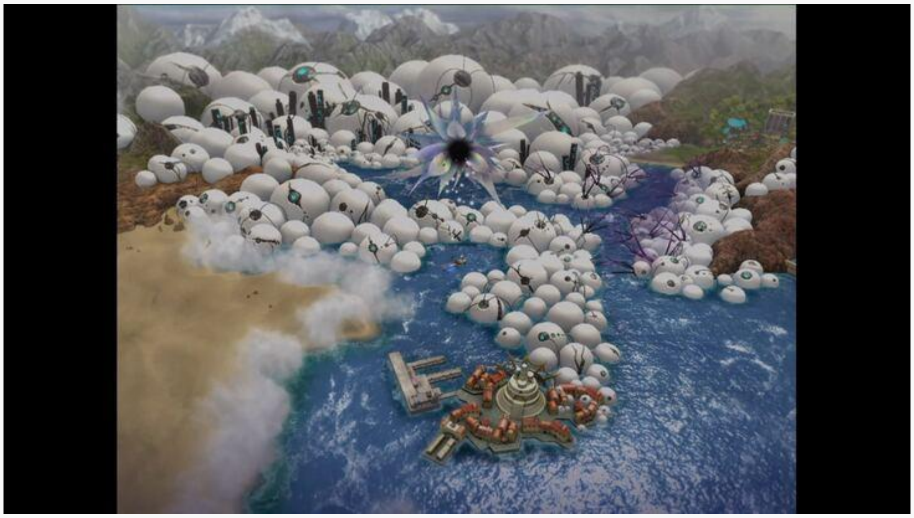
And with that, let's proceed with the story, shall we? See you in the next page!

Wormhole

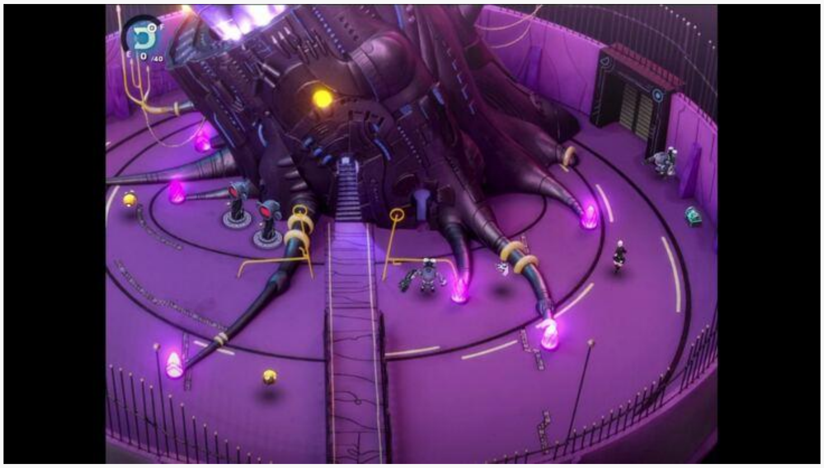
Preparations

It is finally time we rescued Kina and Cheryl, don't you think? Of course this is a higher level quest so I REALLY suggest you are at the very least the recommended level, or if possible a bit higher.

For this board your Uzra (warp to it and select to drive it) now move north of Vence where the Wormhole is located (the flower in the sky with a black hole in the center.



It seems we cannot enter from here. Looks like we'll have to go through the other side of it. For this you SHOULD have the option to warp to **Path to the Wormhole** in the Machine Realm. If you don't simply warp to the Secret Base and leave it using the eastern door.

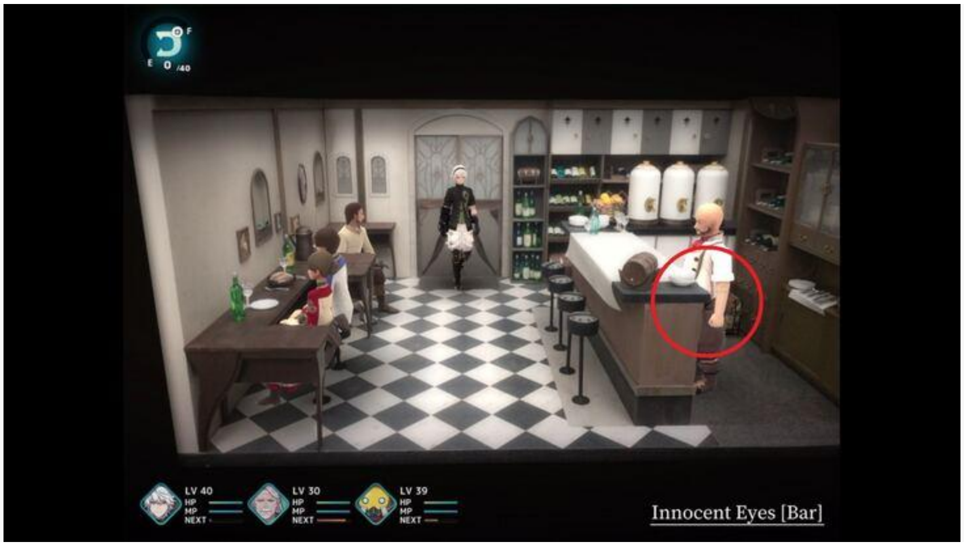


Anyway, you want to follow this path until you reach the area where we previously fought Vam. There will be a warp point created at the save point just before the area so that's great. Well, we want to jump down! Yep, jump back in the wormhole. Sadly we cannot reach them like this.

HOWEVER! We want to jump down a whole bunch of times because we'll be able to get chests! Remember that chest in En's Old District that was on the roof? Yeah, this is how we get it. We need to jump down a total of 7 times, each time we're spit out in a new area. Yes, you need to warp back, run back to the wormhole and jump back in every time. I'll leave what we get in each jump, BUT take note that during one of these runs you'll have to fight a horde made up of 100 enemies. Yeah, I'm not even kidding, **100!**

1. We land in En and get a **Hero Vest**.
2. We land in Vence and get a **Sacred Stone**.
3. We land in Ancient Hill and get a **Ruby L**.
4. We fight the 100 monster horde. It's not as bad as you may thing (each of the horde's turn they'll attack 3 times). Use Lightning/Fire attacks for an easier time. After the fight we land in Vence again and get a **Valiant Belt**.
5. We land in the Ancient Mountain Path and get an **Opal L**.
6. We'll land on the ceiling of the apartment complex in Vibra. There's a Robot Friend up here! Talk to him and take him back to the Secret Base where he'll give you an **Unfamiliar Stone** as thanks. He will upgrade the communicator and now not only can it search for the other Robot Friends, but it can also tracked locked chests! Yeah, pretty amazing huh?

Go ahead and use it if you want. Check where our next Robot Friend is: **underwater in a forest**. Who knows where this is. If you check for locked chests with "Iron Key", we're missing just one! And I completely missed it! Fast travel to Vence Marketplace and enter the Restaurant/Bar near the entrance. Look behind the counter to find that sneaky chest! We could've gotten it ages ago but I missed it. Open it up for **Heal Stone x3**.



7. For this last one we'll land in the Chaos Fields and get a **Dragonfly**, weapon for Ez.

After you've done this, you can continue doing this and you'll basically drop in the same place over and over. Instead head back to the Wormhole in the world map (north of Vence) and a scene will play! It seems we can hear Queen Cynthana! Oh wow! She'll ask us to actually help her save her daughters. Of course we'll do it!

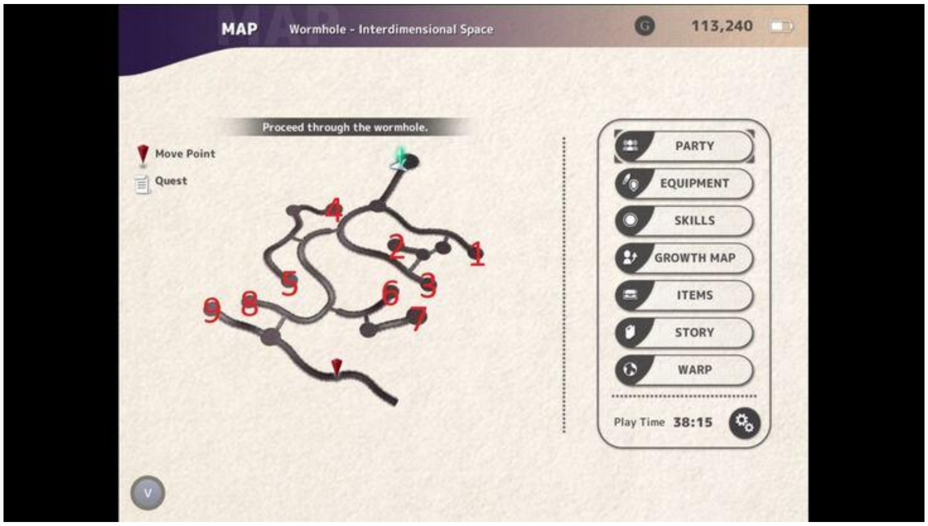
This will create a staircase into the wormhole, which we'll automatically take to reach the inside of the wormhole.

Wormhole

Before anything, make sure to have jewels that protect you from fire. The stronger the better. The boss in here has a fire attack that does TONS of damage and we can actually negate a lot of it. Also equip your party with high DEF jewels. You'll thank me later! I didn't know about it and paid the price!

Anyway, this place is really dark and EXTREMELY linear. I'm not kidding! To make our lives easier I'll leave the map down below and I'll mark the items for you. We just have a main path and some branching paths, but that's about it. As for the enemies, they're mostly the same as in the Machine Realm so using Lightning and Fire attacks is key.

NOTE: There are Key Orblings in here that drop Machine Keys. We have several of these chests to open throughout the world so I recommend you fight here to get some keys. If you do so try to turn off your Dimengeon Device for higher chance of encountering them. You can also do this right now or even come back later once we've rescued the girls.

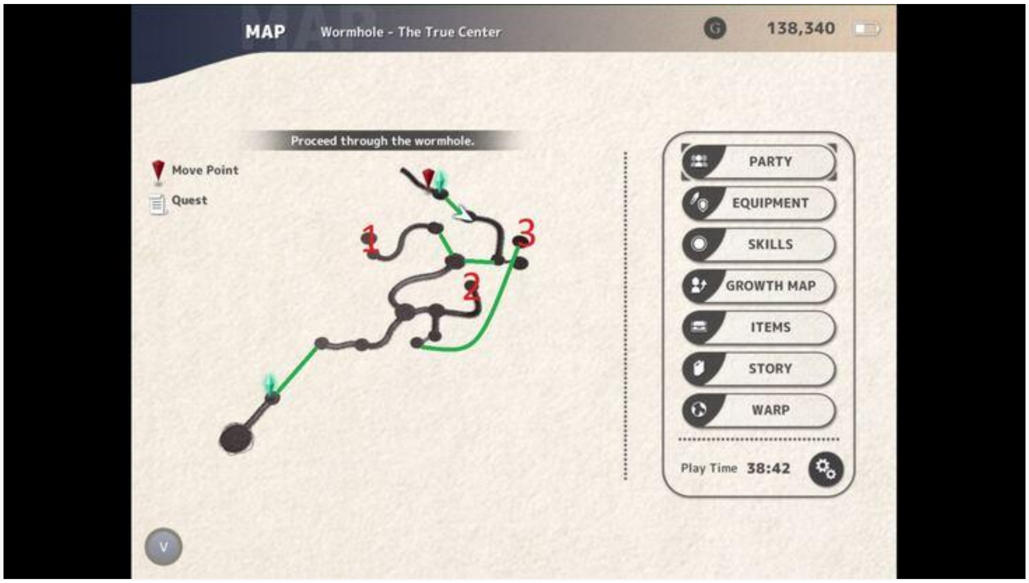

MAP
Wormhole - Interdimensional Space
113,240
Move Point
Quest
4
2
1
5
6
3
9
8
7
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 38:15
V

Proceed through the wormhole.

1. Ether L
2. SP Capsule
3. Lapis Lazuli
4. Whetstone
5. Heal Stone
6. Elixir
7. Emerald L
8. Whetstone
9. Pezzottaite L

Yeah, that's quite a lot of chests! When ready proceed to the next screen where a scene with Kina and Cheryl takes place. We can see them inside the crystal trying to stay awake. We'll get you out of there soon!

This next area is pretty much the same as before, only that we now have some platforms that simply move you around the area. I'll do the same as I did before, but I'll mark the platforms' movements.


MAP
Wormhole - The True Center
138,340
Proceed through the wormhole.
Move Point
Quest
1
2
3
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 38:42

1. Order Motes
2. Phantom Quartz
3. Whetstone x2

Yeah, this one was much shorter than the previous one. Go ahead and save up your game. Heal up and equip those Fire Resistant and DEF up jewels and when ready, proceed to the next room where we'll find the girls. A scene will play and we'll enter a boss fight!

LAGRANGE WIND

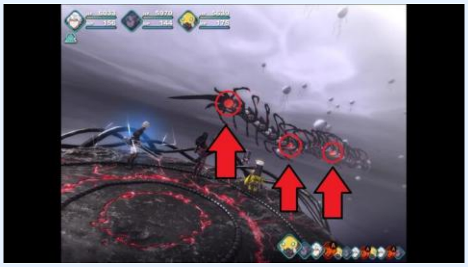
NAME	HP	🗡	🛡
Lagrange Wind	90000	496	289

Ok, this fight looks amazing! I believe it's the first boss where there's movement in the background. I like this!

Remember what I talked about in the previous boss fight about bosses having movement and we need to time our hits? This one as well has that mechanic. Let me start out by saying that this fight has 2 phases, and we'll be going from one to the other pretty regularly.

Phase One

The first phase is basically us chasing him. This guy during the first part of the phase won't attack us. We do, however, need to attack it's weak points. These are the red circles on his underside. Of course you want to time your attack so you don't hit the hard shell on top.



There are 3 of these weak points and you need to destroy them one by one. Note that the boss won't attack you at all while you take care of them so use the time later on to heal up, buff the party, refill your MP, etc. You also need to destroy these within a couple of turns otherwise the last weak spot will heal and you'll go back one spot.

After destroying the third weak spot you'll need to attack the head, or rather the claw holding on to the meteor. Destroying this will make hit let go of the girls and we'll hold on to them. Here, however, the boss will start attacking. It only has one attack and it's that he slams his head on the platform you're on. This actually does a ton of damage, around 2800-3000 dmg. to everybody. This is of course with out the DEF jewel (which is why I highly recommended it above haha).

Once the girls are on your platform, the second phase will start.

Phase Two

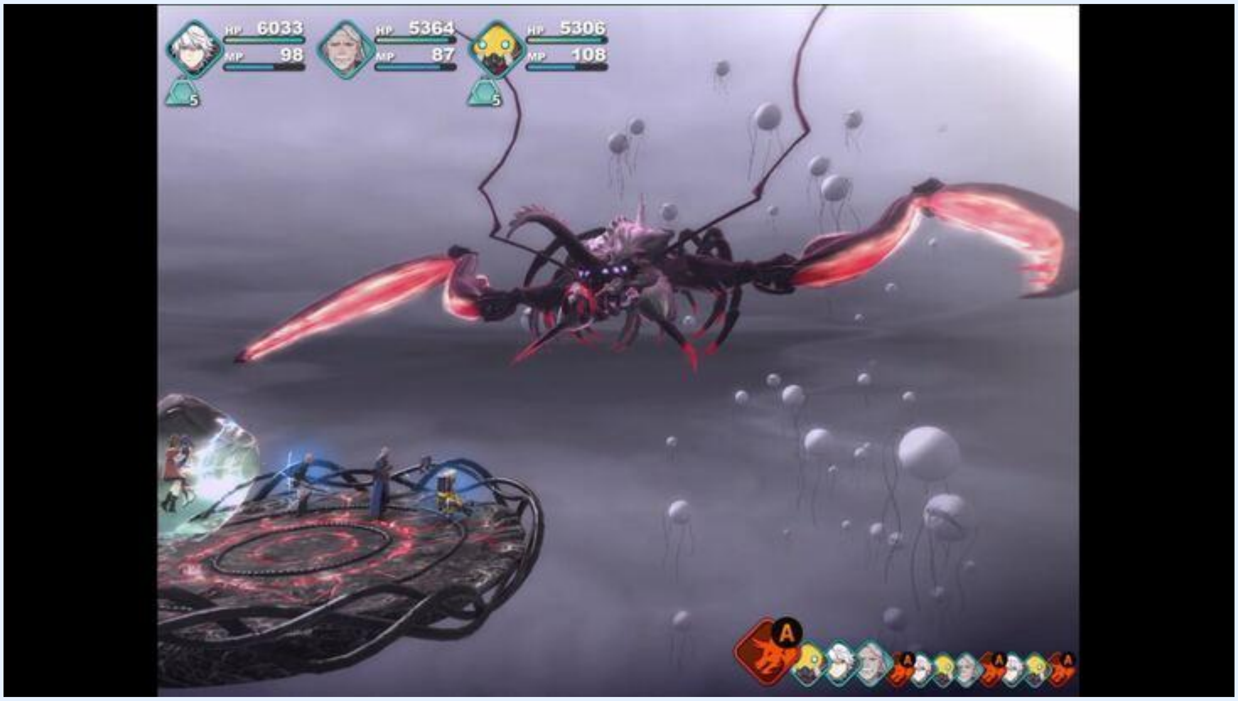
As soon as this starts Leo will mention that he's aiming for the girls again. He will grab them and phase one will start all over again.

Anyway, for this phase you'll be fighting the boss head on. Sadly he's only weak to Holy spells, but at this point the only thing you have is probably Zinikr's attack, and that is if you unlocked it in the Growth Map. He's also quite strong, having a single target hit with his claw for around 2100 dmg. His fire spell I mentioned does between 3500-4000 dmg. to a single target. That's A LOT of damage without the Fire RES jewel.

One of his moves that's really annoying is called **Reset**, which removes all of his debuffs so if you use DEF and/or ATK down on him he can use this to get rid of them. I recommend you immediately put your debuffs on his again right after. This helps with you making him lose a turn.

Another move is **Petrifying Stare**, which does just that, petrifies one of your characters. You NEED to use a Rock Hammer item to get rid of it because if all 3 characters end up petrified, it's game over.

For his powerful attack, **Scissor Cross**, he moves back a bit and takes out these 2 gigantic claws.



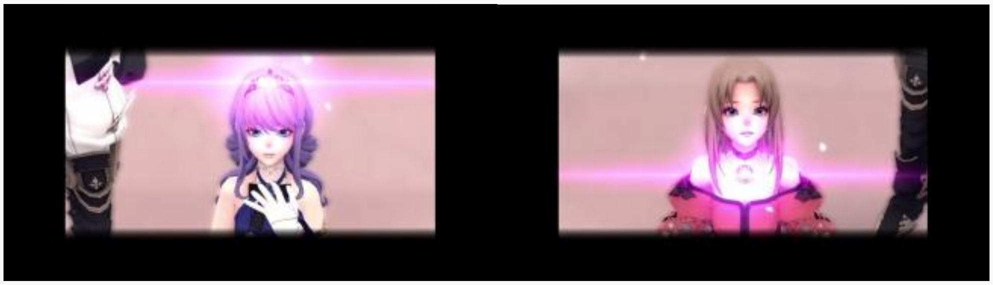
Yeah... you want to be VERY careful about this one because it hits REALLY hard! It hits all party members for around 4000 dmg. each, and that is with DEF up and a barrier. Yeah, it's no joke! This is the reason why I highly suggested you equipped a jewel that increased DEF. You want to stop everything and heal up immediately.

After this the boss usually just picks up the girls and phase one starts again. You'll be going through this over and over. During each of the phases his power will increase and all of his attacks will start doing more and more damage. The one thing that changes is that once you drop him to 30% HP he'll start using **Mucus**, a move that slows all party down AND deals a little over 3000 dmg. This is horrible and you need to get rid of it ASAP. This is the main reason why I mentioned way back when that you should have Ez learn Quick All in his Growth Map. This counters it!

But yeah, this is pretty much all this boss does. Keep yourself healed at all time, increase your DEF constantly with Ez or Zinikr, lower the boss's ATK with Valrika or Leo, and have Prickle put up a barrier to lower damage a little bit.

Watch the pretty nice scenes after the fight and we'll finally rescue the girls! YES! Gotta say though, this was NOT a Lv.38 boss fight! I was lv.40 and had real tough time!

Once we're out we'll have the scene continue with Queen Cynthana. She will actually give Kina her Divine Artifact. Remember that circlet Cheryl wore like 20 hours ago? Yeah, that's actually a Divine Artifact as well!



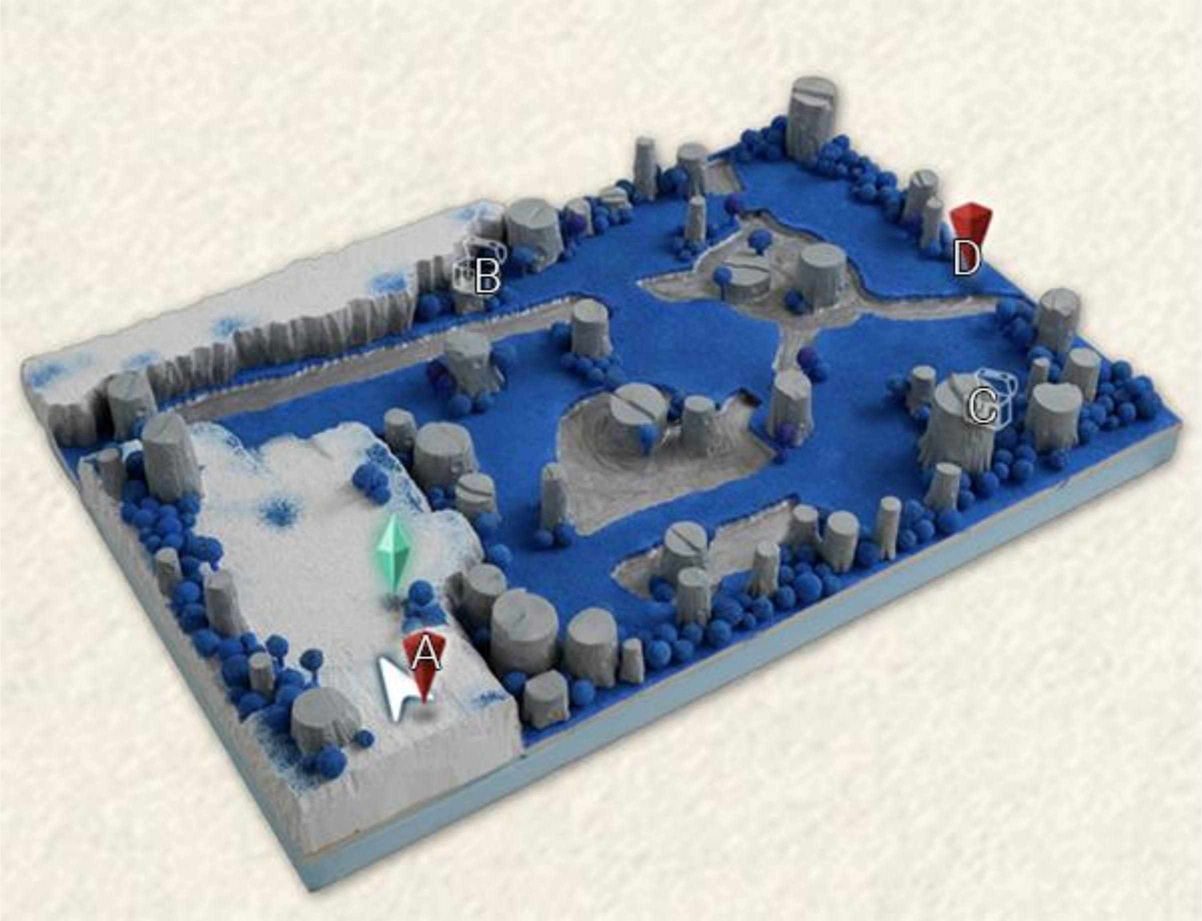
After all the scenes we'll be back in Valrika's Laboratory. Note that both the main quests **Lost in the Multiverse** and **In Search of Friends** have now both been cleared! That's great!

While we're here, go ahead and speak with both Kina and Cheryl. They'll both give you a new main quest, **Kina and Owen** and **Palace Under Attack**. The former is Lv.44 and the latter is Lv.42.

These are next in our books! But before we tackle them we're going to go through the main quest **Survivor of Chaos** and grab Valrika's Divine Artifact (at least I'm assuming we'll get it here). If you haven't tackled the sidequest Supreme Rice Omelet, doing it before the main quest would be best to give yourself a little more EXP.

Anyway, proceed to the next page once you're ready!

Chaos Cavern



My lv.	40

ENEMIES		
NAME	HP	WEAKNESSESS
Chaos Sandphin	1930	None
Grand Chaos Wolzas	---	None
Chaos Kackle	4820	None
Chaos Zoragon	7220	None
Chaos Piranhara	1200	None

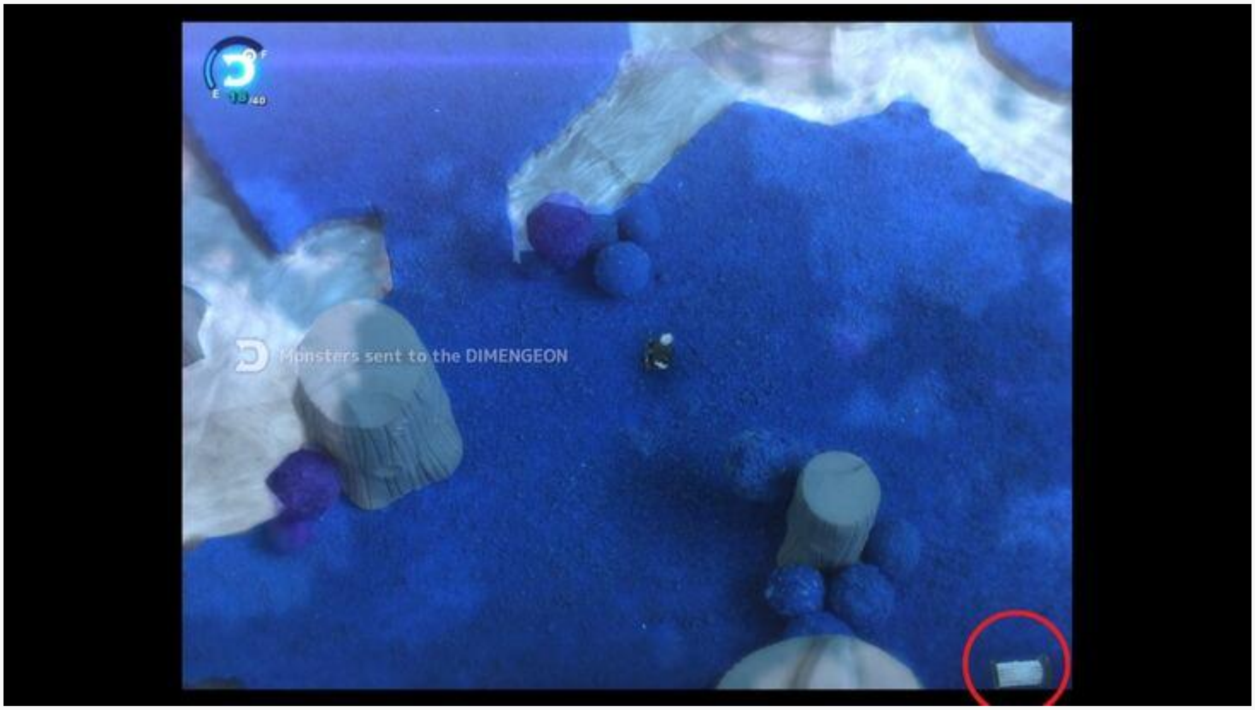
Now we're going to go get Valrika's Divine Artifact! For now warp back to Valrika's Laboratory, prepare yourself with items and leave. MAKE SURE to purchase several Rock Hammers and Phoenix Down. Yes, the next boss will be petrifying... and killing a lot.

Skip Ad

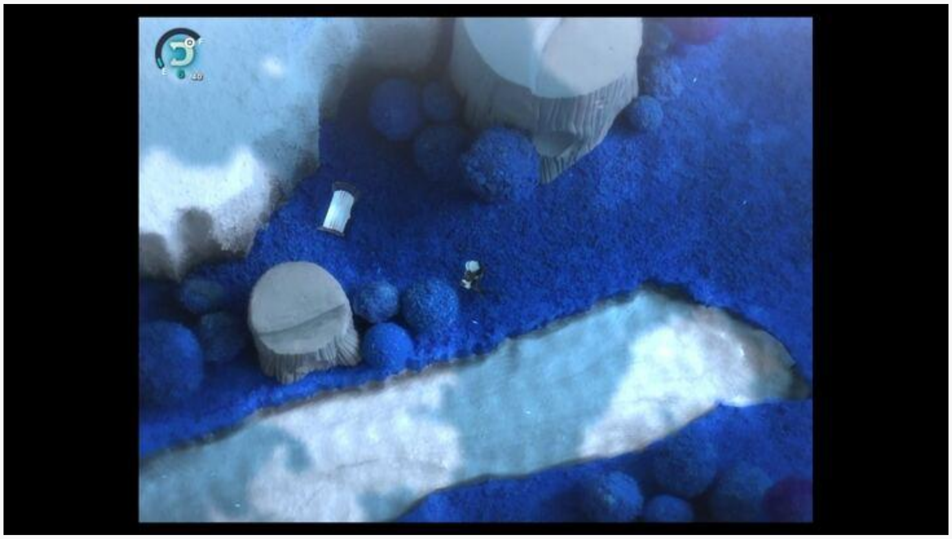
Outside head east and enter Chaos Lakes. Remember this place? We haven't been here in a while! Cross the area and head northeast into the next area, **Chaos Cavern**. Valrika previously told us not to enter, but now we can!

We'll have an important scene as we enter where Valrika explains what happened to this world, and that she knows Vam. Oh, interesting!

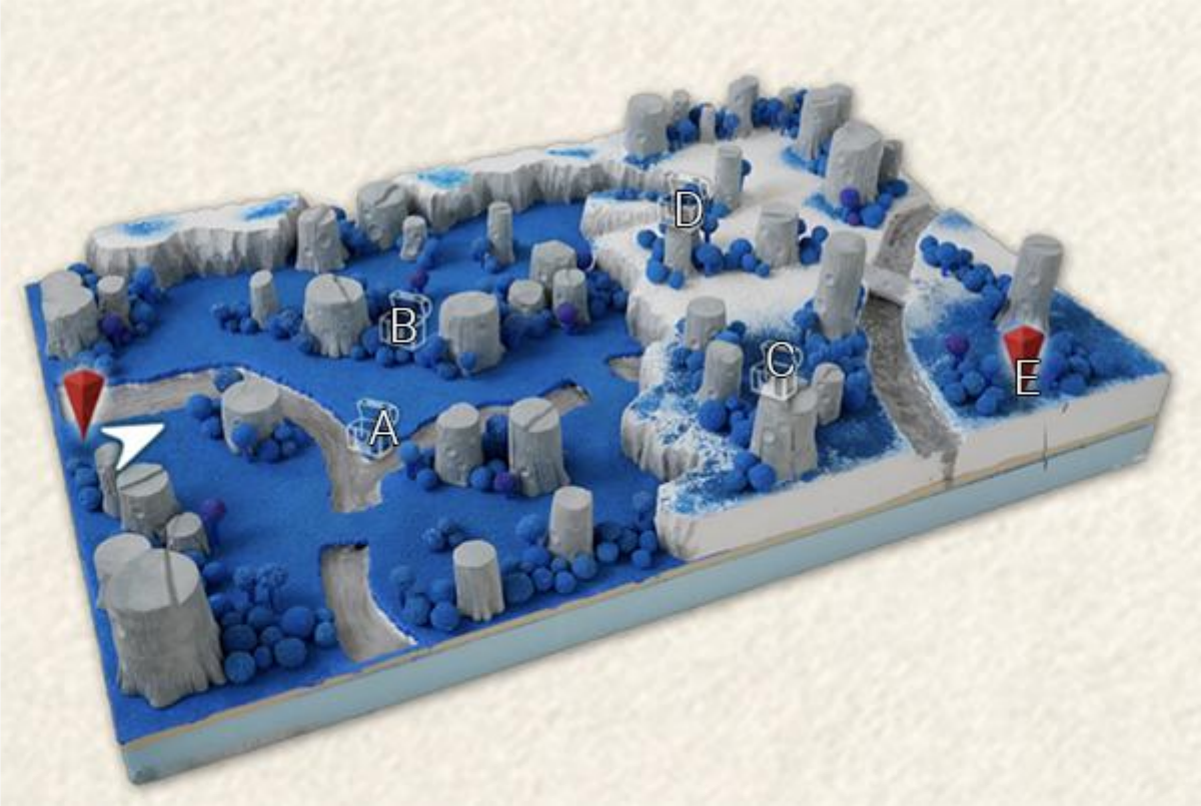
Once we regain control head west and go down the slope. Down here you'll be on blue grass... at least that's what it looks like! Start following the path (you cannot stand on the white stuff), go around and continue moving northeast. Once you cross what looks like a bridge you'll be able to go left or right. Head right first to find a chest with **Talisman x3**.



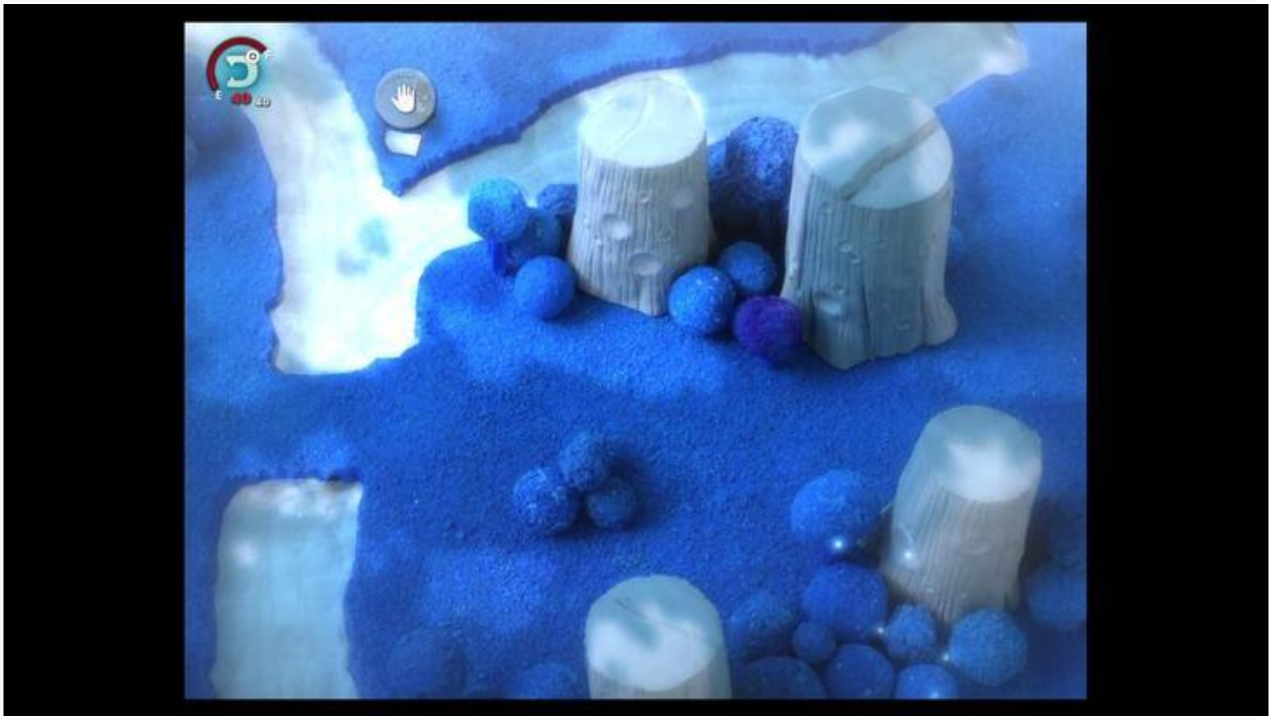
Return and go left (west) until you reach another split. Go left again to find another chest, this one with **Whetstone**.



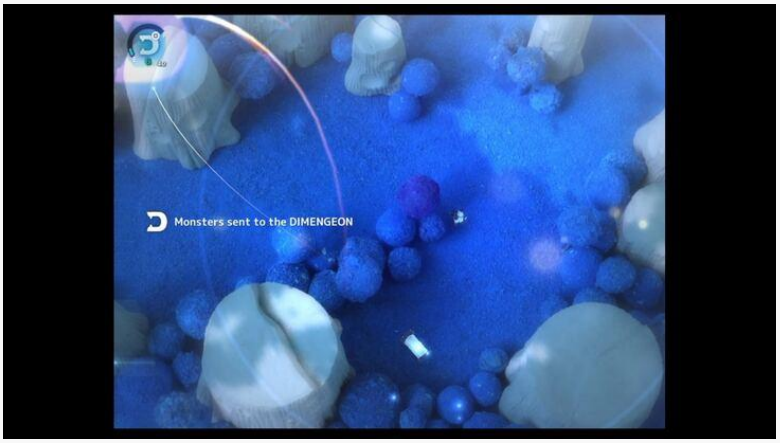
From here follow the other path from the fork and you'll reach the second area. This is a larger area.



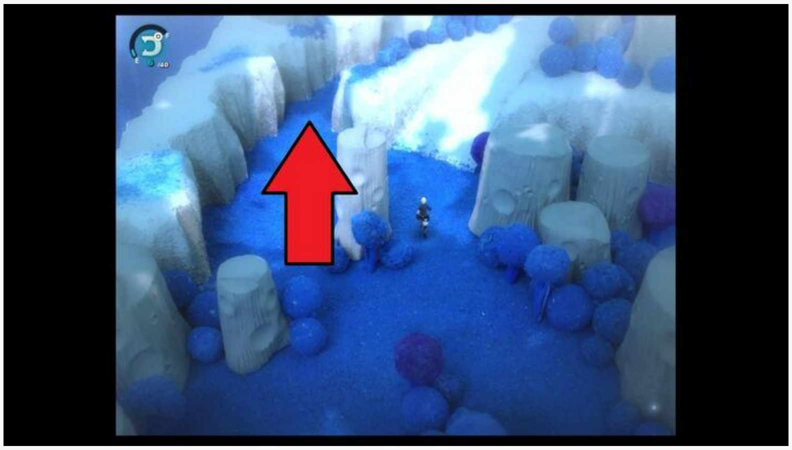
As we enter you'll immediately see a chest on the other side of the little river. We'll need to go around to get it. Move along the path and you'll eventually reach it. Open it for **SP Capsule**.



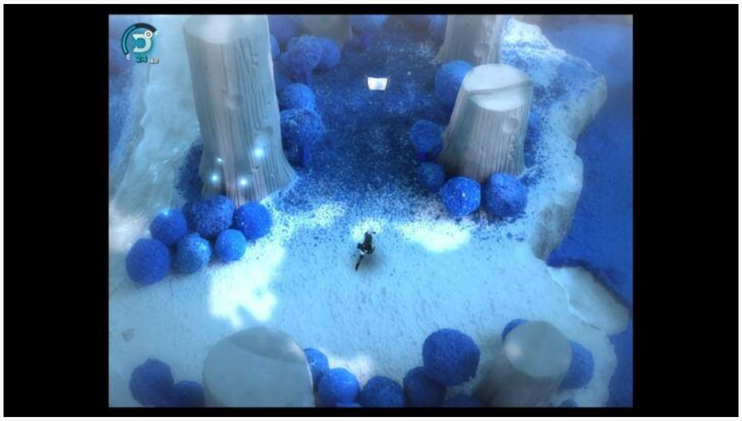
Continue moving along and you'll eventually see a chest below you. This one has **Soma Stones**, weapon for Valrika.



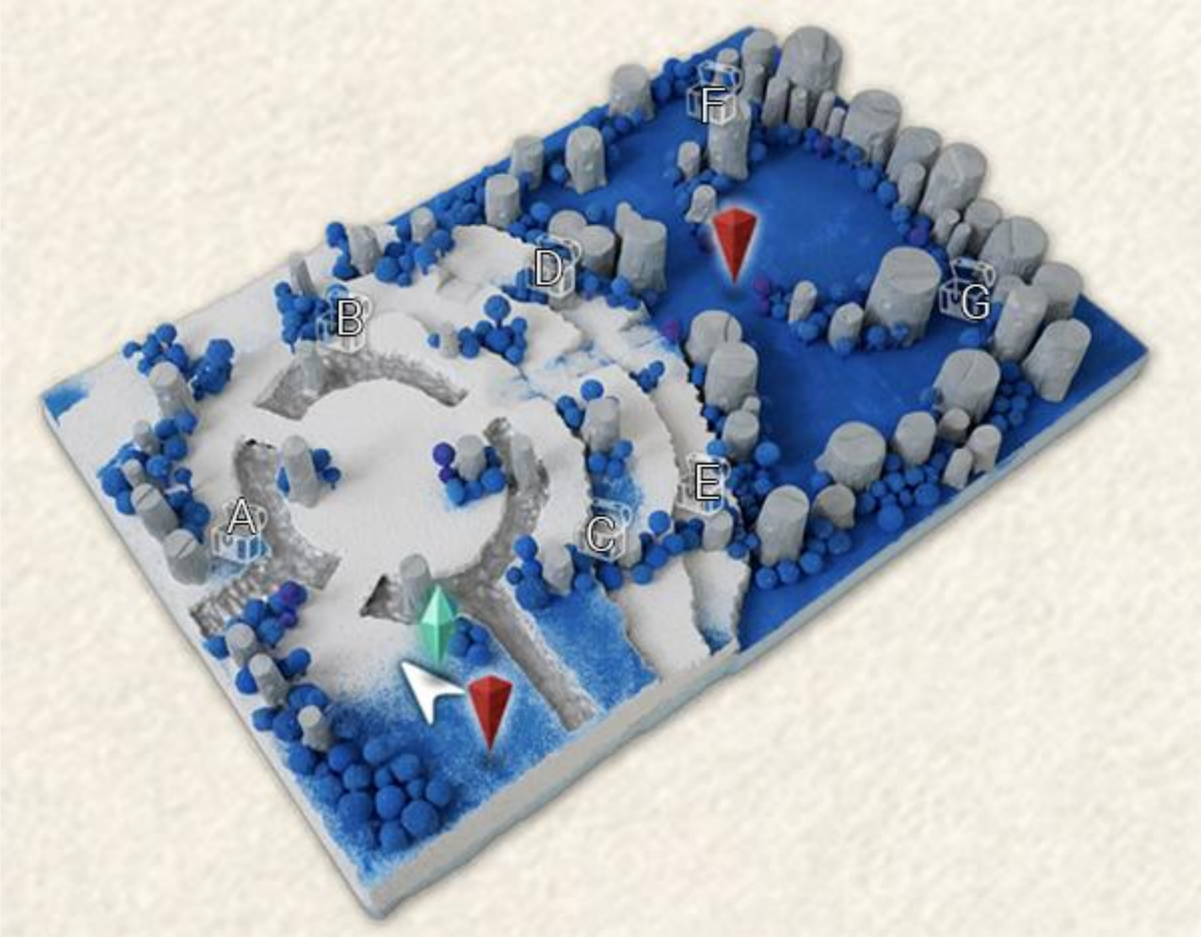
Up ahead, before you head up the white slope, follow the ground on the left to find yet ANOTHER chest, this one with **Order Motes** inside.



Head up the slope now and go right at the top. Before you cross the little bridge head right once again to find a chest with **Whetstone**.



Now cross the bridge into the next area.



In here we'll have a save point. Go ahead and heal up and save your game.

WARNING!: make sure to equip a Phantom Quartz on every single character. Decide who your 3 characters are going to be and equip them with a Phantom Quartz! Read the boss strat down below before deciding.

When ready, move forward to trigger a little scene and a boss fight!

CHAOS BASILISK

NAME	HP	🗡	🛡
Chaos Basilisk	60000	444	297

This boss... this boss is pretty easy, but it can also be your worst nightmare. This is the main reason why you need to bring those Rock Hammers and Phoenix Down. First of all, do not even attempt this fight if you didn't equip the Phantom Quartz. You'll see why later.

Chaos Basilisk is this large amphibian enemy that attacks using status effects like poison, curse, and even death. He has no weaknesses nor resistances so any attack works on him. You can inflict ATK and DEF down on him so that's great. Albeit low chance, you can also inflict Slow on the boss. This is fantastic... if you can land it. I don't recommend doing it because you'll most likely lose several turns with Valrika trying to inflict it.

As for attacks, the Chaos Basilisk has **Venom**, a very annoying attack that inflicts poison and slow on one character. It also hits for around 1200 dmg. His regular attack hits for around 1500 dmg. to one character. Of course, he also has the **Petrifying Stare**, which can petrify one of your characters. Immediately use a Rock Hammer to get rid of it.

He also has his powerful attack. He'll start by using **Power Charge** to prepare for his attack. Afterwards he'll use **Tail Breaker**, an attack that hits all party members for around 2500 dmg. It's strong, but nothing compared to the boss we just had. Of course you want to fully heal up, cast DEF up (and maybe barrier?) to withstand the attack.

And that's pretty much all he does during the first half of the fight. Once you lower his HP to around 50% he'll actualy use **World of Death**. This is possibly the worst thing a boss has done up to this point.

Remember the last boss we had here in the Chaos Realm, at the end of Part 1 of the game? Yes, his move that would inflict poison every turn? Yes, the same thing is here. You'll have **Curse** constantly on your characters, which means no healing, no buffs, no nothing. You can't even restore your MP.

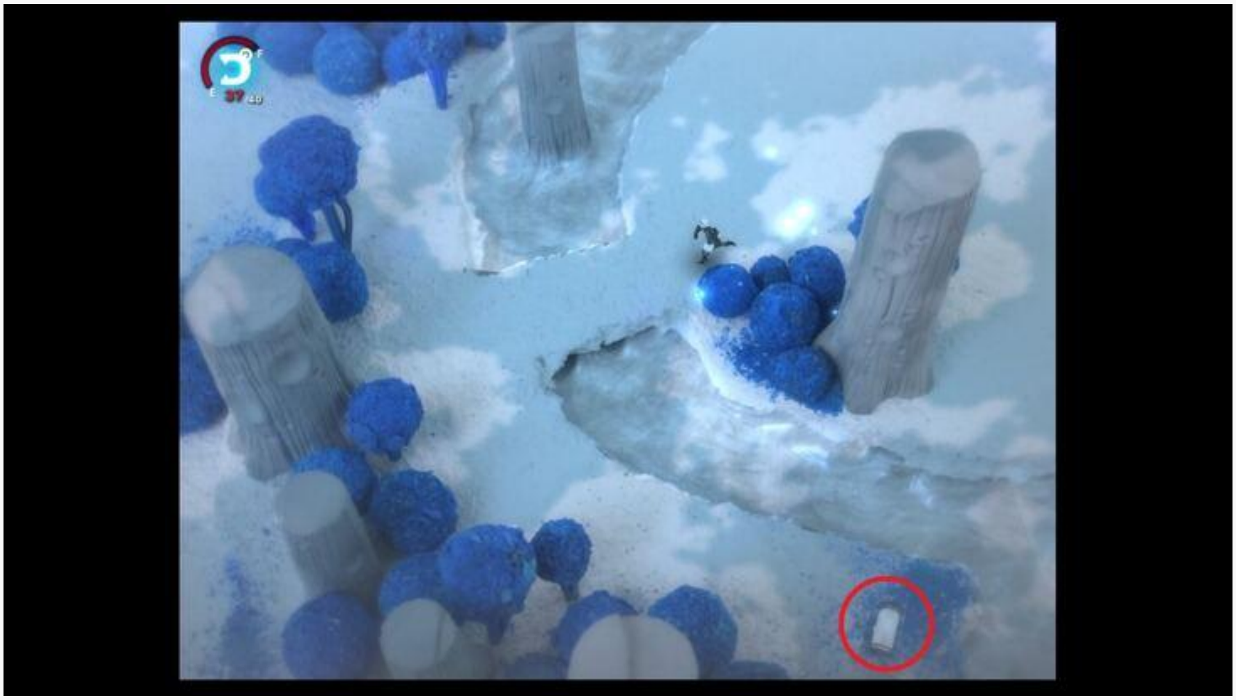
This here is the reason why I told you to equip those Phantom Quartz. These protect you from Curse, making this fight extremely easy. Of course note that if you switch out a character, the one coming in will be immediately cursed, preventing him from heals, etc. Another reason why I said you needed to select your 3 characters and stick with those.

He does have one more move during this "World of Death" segment called **Death Stare**. Yeah, you'll die with this one, one character will immediately die. Resurrect the character and immediately heal. That's about it! This is pretty much all the boss does. His attacks remain the same as above.

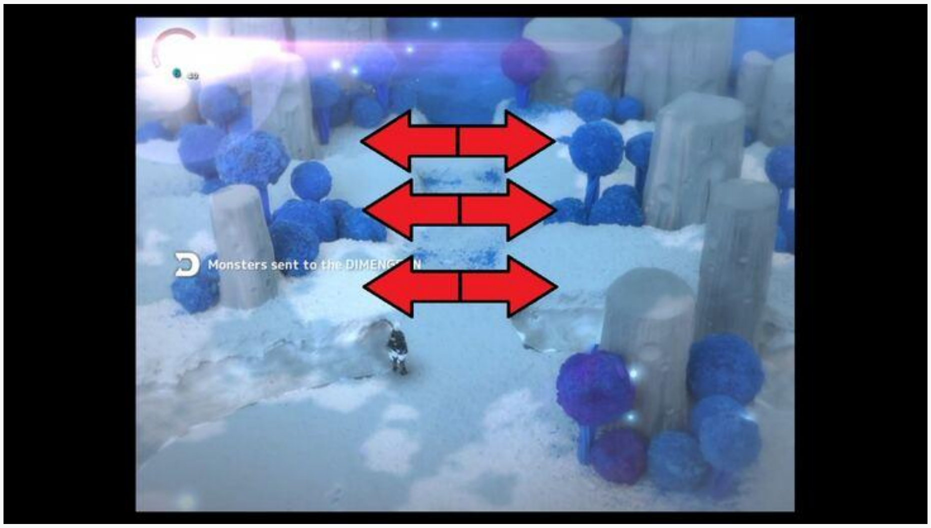
HP 4683
MP 9
HP 0
MP 59
HP 3244
MP 104

As for characters to bring. You have to have Valrika in your party. She's still great at debuffing the boss and using Arrow Rain to do tons of dmg. I would also bring Leo, especially if you've upgraded his Samidare (which would have a +1). For your third character, either Ez or Prickle is great for the heals. Prickle will have a little bit more attack power, as well as healing, but cannot put up DEF up on the party. Ez can buff up the party, but heals and attacks are a bit weaker. If you have Kina leveled up, she could be great as well.

Right after the fight return and heal up/save again. Go ahead and from the boss arena go left and you'll find a chest with **Chaos Clay**.



Return and move forward. The camera will pan and you'll be able to see several paths. There's a long slope going down with 3 levels on each side.



The items you can get down these paths are: **Elixir**, **Moss Quartz**, **Shipping Box** (opens Growth Map path for Ez), and **Morganite L**.

Once you've gathered the items, move north and once you're on the "grass" you'll have a left/right path again. Go right first to find a chest with a **Moonstone**. The path to the left has **Order Motes x2**. Head north from the main path and you'll trigger a very long, nice, and important scene. During this scene Valrika will get her Divine Artifact, which is a pair of earrings!

And with this you've cleared the **Survivor of Chaos** main quest! It's been a while since we got this one, I'm so glad we finally got it done. Also, Valrika will have a ton of SP so make sure to buff her up.

And with that we're done here! Warp back to Valrika's Laboratory and talk to her. She'll give you a new quest, **Bernard's Laboratory**. This is another main quest. We now have 3 main quests to do: Valrika's, Kina's, and Cheryl's. The lowest one is Lv.42. so if you're around that level that's what we're going to do next, **Bernard's Laboratory** actually.

If you're nowhere close I recommend you head to the Wormhole and level up a little bit. Of course, remember that we still have sidequests that we can do, namely **Golem's Revival** and **Supreme Rice Omelet**. I HIGHLY suggest you do The Golem's Revival. After completing it head back to Valrika's Laboratory and talk to Ez to get a new main quest, **Ez and the Guild**. Of course you can come back and get it later, but you might as well do it now.

Before we go look for Bernard's Laboratory, let's go get another sidequest really quick. Warp to Vence's City Hall and open up your map. You'll notice the little book northwest of the Inn. Head on over there and enter the house. Remember this guy? He wanted some Mechteria from East Vence in Part 1. Yeah, he wants more now! But this time from several different places. Go ahead and click on the link below for more info.

- Researcher, Cont'd

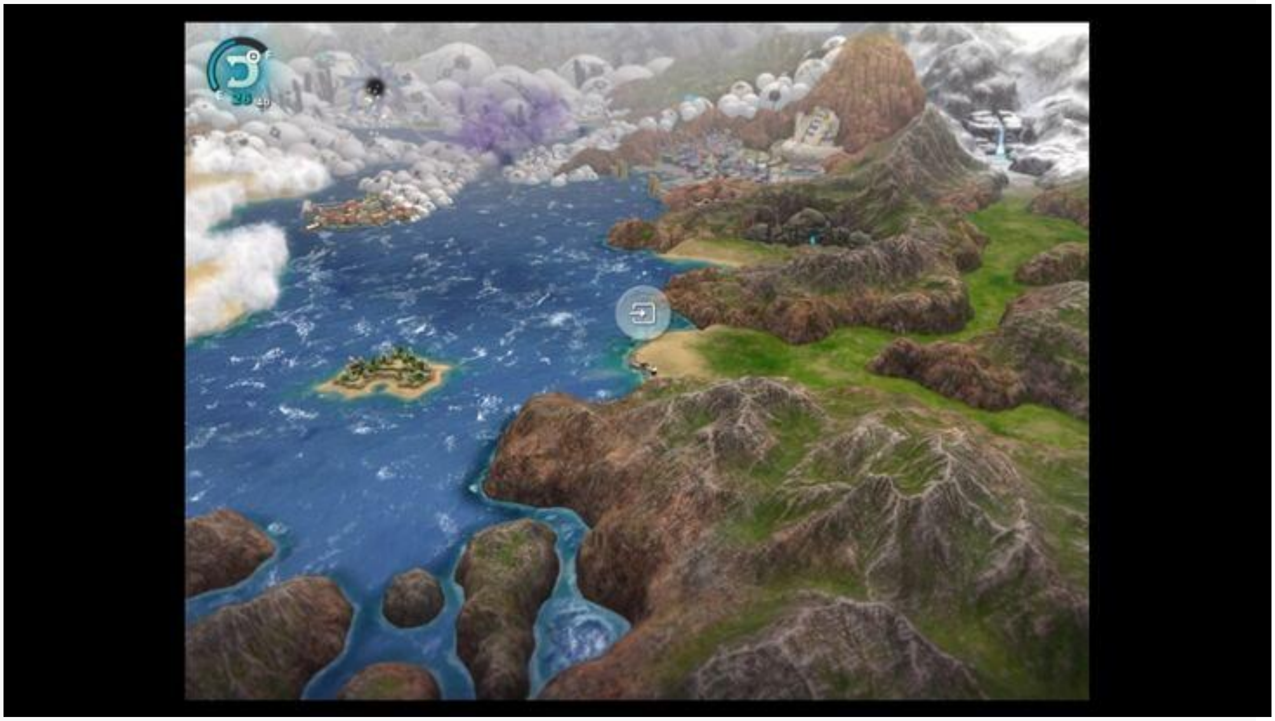
And with that, I'll see you all in the next page!

Hidden Valley

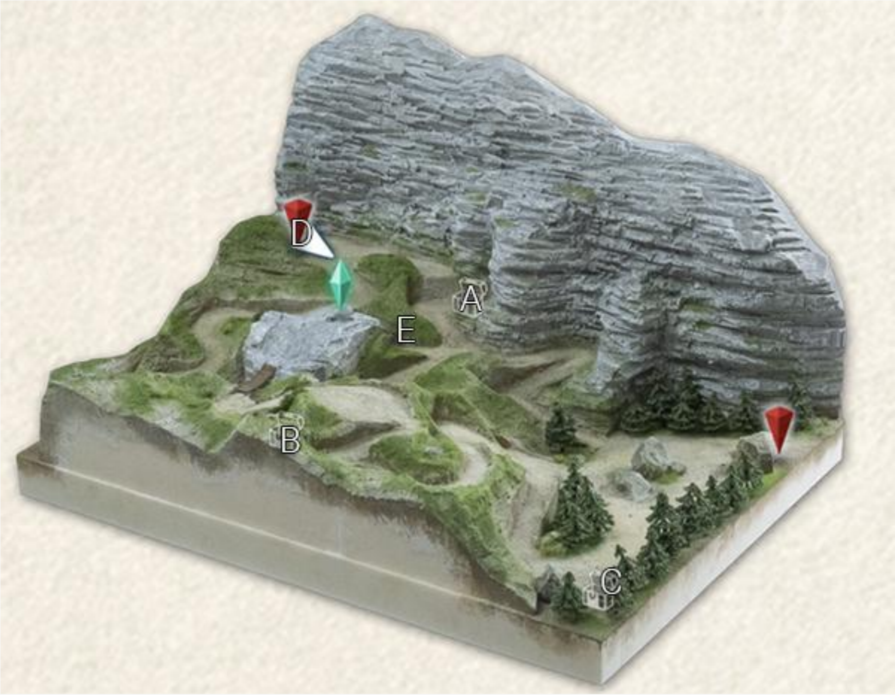
My lv.	42

ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Lightning Wing	3600	Earth
Froggerga	9700	Fire
Holy Squeaker	3580	Dark
Dark Squeaker	3580	Light
Basilisk	7280	None
Kirin	4820	Earth
Lightning Squeaker	3580	Earth
Earth Squeaker	3580	Lightning
Fire Squeaker	3580	Ice
Ice Squeaker	3580	Fire

Now go ahead and board your Uzra. As you move around the world map we'll want to go southeast of Vence. There are 3 sections where we can get off on the east coast of this lake (sea?). The northern part is Vibra. Ignore this and the middle area. Instead we want to get off the bottom beach.



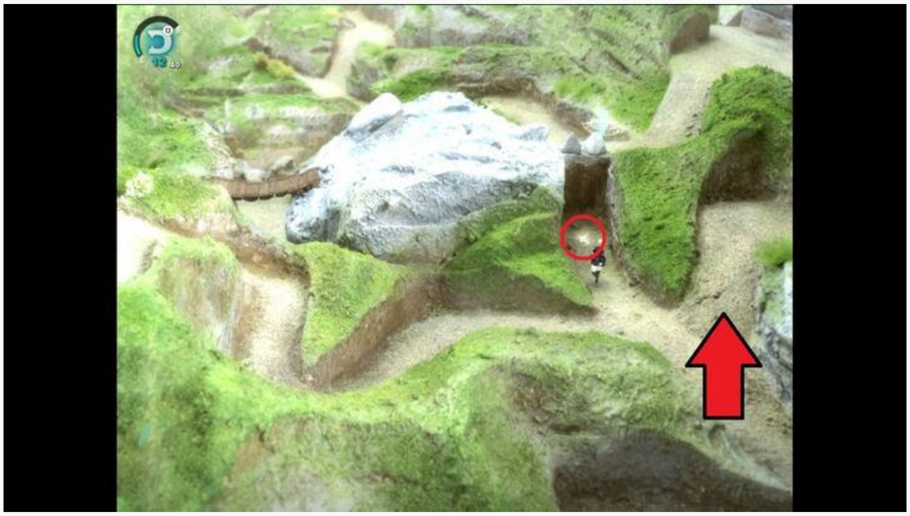
As we move east we'll have a path split. Ignore the path going north for now (takes us to another snowy area) and continue heading east instead. You'll eventually reach the end of the path, which leads into the **Hidden Valley**. Go inside.



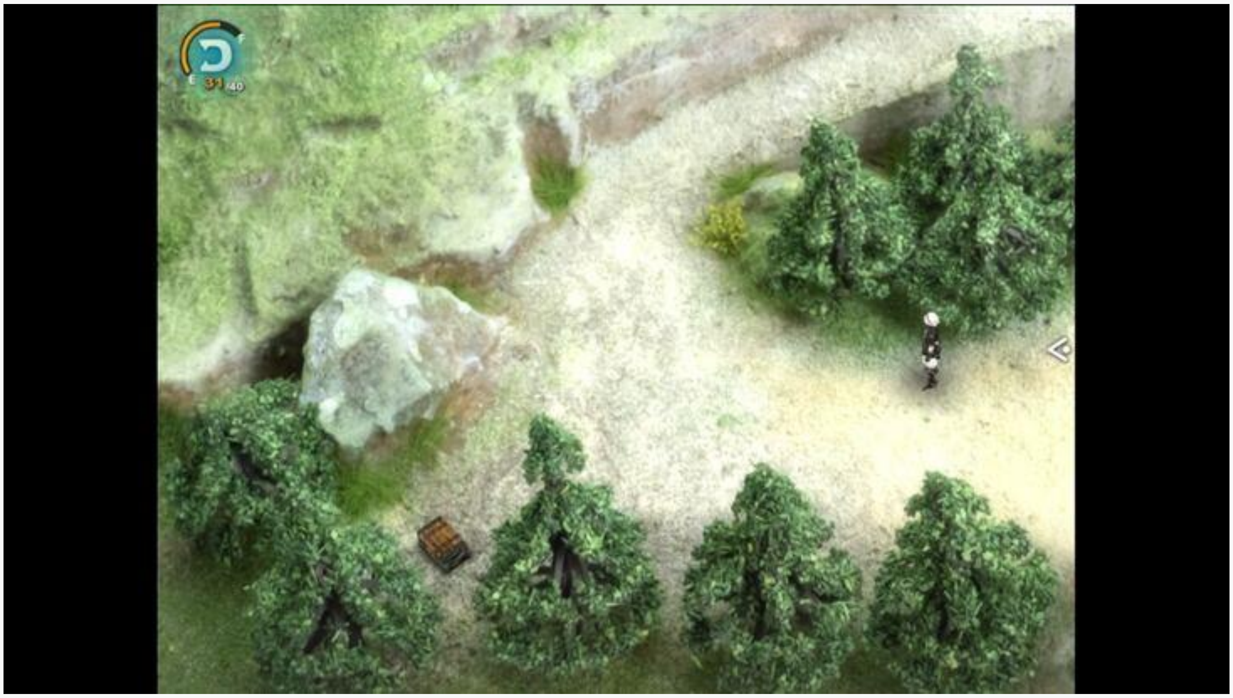
As we enter we'll have a little scene with Valrika. It seems here's Bernard's Laboratory. Hmm. It seems not even Leo knew about this one. Go ahead and save and heal up. Proceed to the next area once you're ready.

Note that this place is somewhat of a maze so read carefully. Also note that there are many elemental enemies here, but mostly those that use lightning. Equipping a jewel to help you with that is great.

Now from the entrance head up the path on the right first and at the fork head north to the dead end and you'll find a sparkle with **Citrine Quartz**. Return to the split and go right now to find a chest with **Smoky Quartz**.



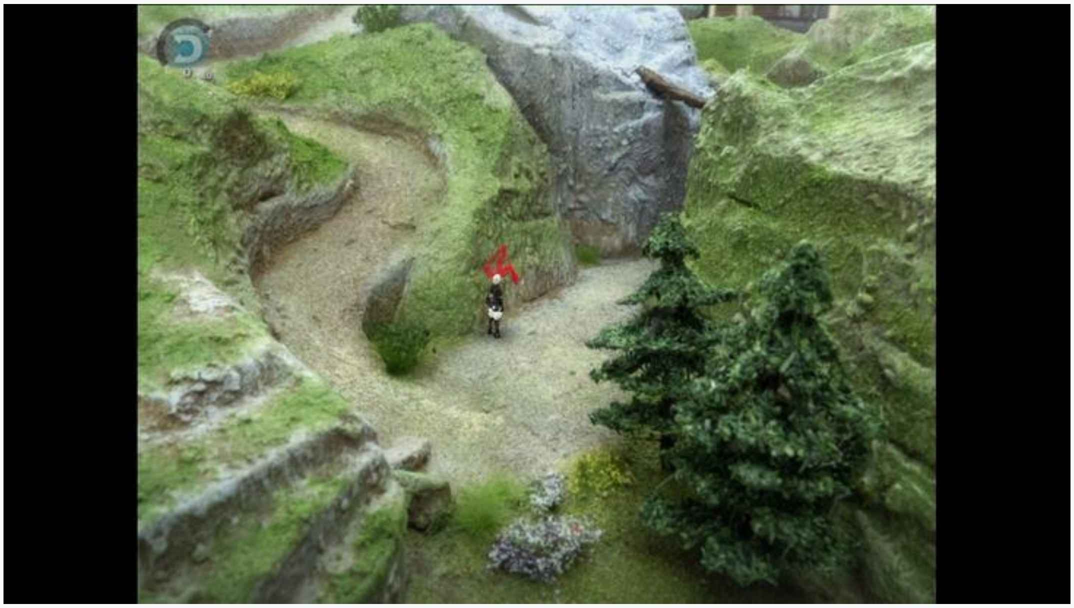
Return to the entrance and go directly left to find yet another chest, this one with **Ether L**.



Head up from here and follow the slope up and you'll reach a small open circular area with 2 more paths to go from here. The path going north takes you back to the beginning so ignore it and head left. This takes you across a wooden bridge (with a chest underneath it) and then to a save point.

Go ahead and save your game, heal up and prepare yourself. Read the little note below because we have a little encounter with the Cinderella Tri-Stars.

When ready head down the slope and you'll reach the Cinderella mark. Of course, touching this will start a fight with them.

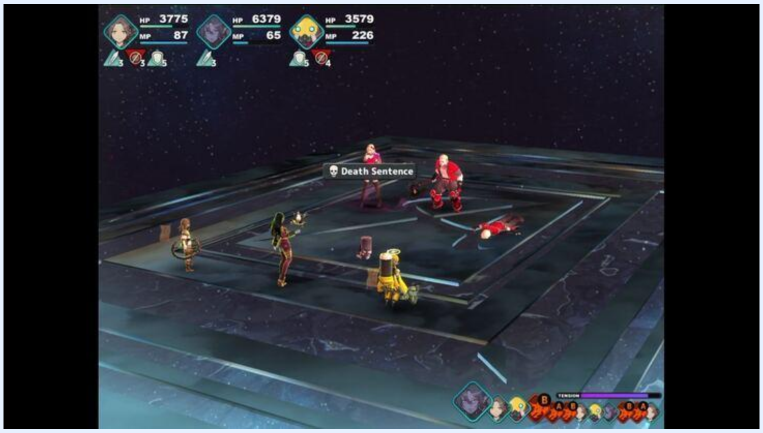


CINDERELLA TRI-STARS

Yes, we're back in a fight against these guys. This time it's a bit different. They brought the 2 barriers with them again, but this time it's Folt and Dotty who're using them. Oh? Of course Morrigan gets upset because she doesn't have her barrier but Dotty will give her this potion that makes her invincible. Yep, any attack will deal 0 damage... for now.

Anyway, our main target here is to destroy one of the barriers to bring them both down. Once you do of course you'll be able to attack and damage both Dotty and Folt, but Morrigan will continue being invincible. What you want to do is to take out Folt first. Ignore the other 2 and focus 100% on Folt. The reason for this is that not only does he buff Morrigan, but it loves inflict status effects on you like Seal, Mist, and Sleep. Very annoying. Bring a jewel equipped to help with these, especially to nullify sleep if you have it.

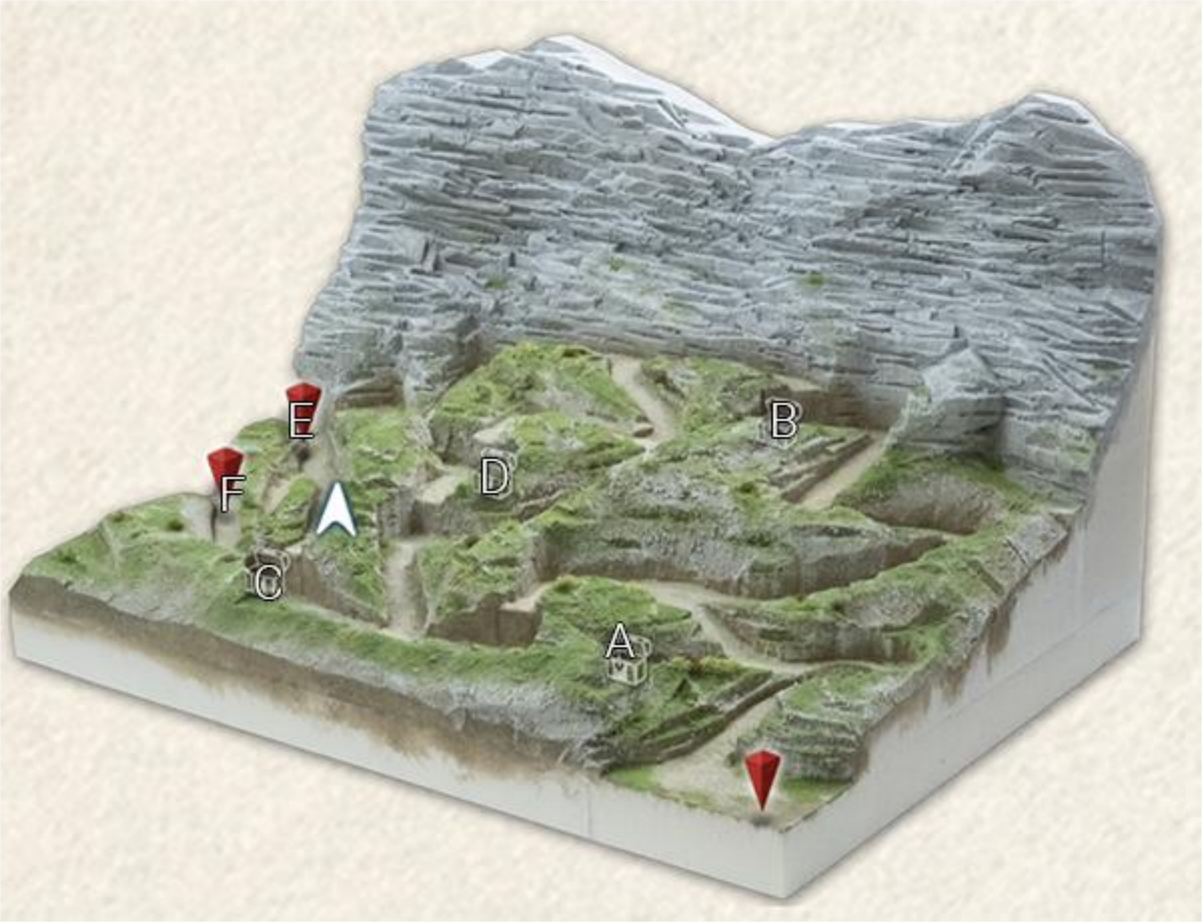
Other than that, use your strongest attacks on him (Samidare Fire +1, Arrow Rain) and keep yourself healed while you do so. Dotty still hits like a truck, even more so than before so you'll need to do a bit more healing. As soon as Folt is down the potion that was placed on Morrigan will stop working. In fact, it'll even give her **Death Sentence**, which basically means you can ignore her for the rest of the fight.



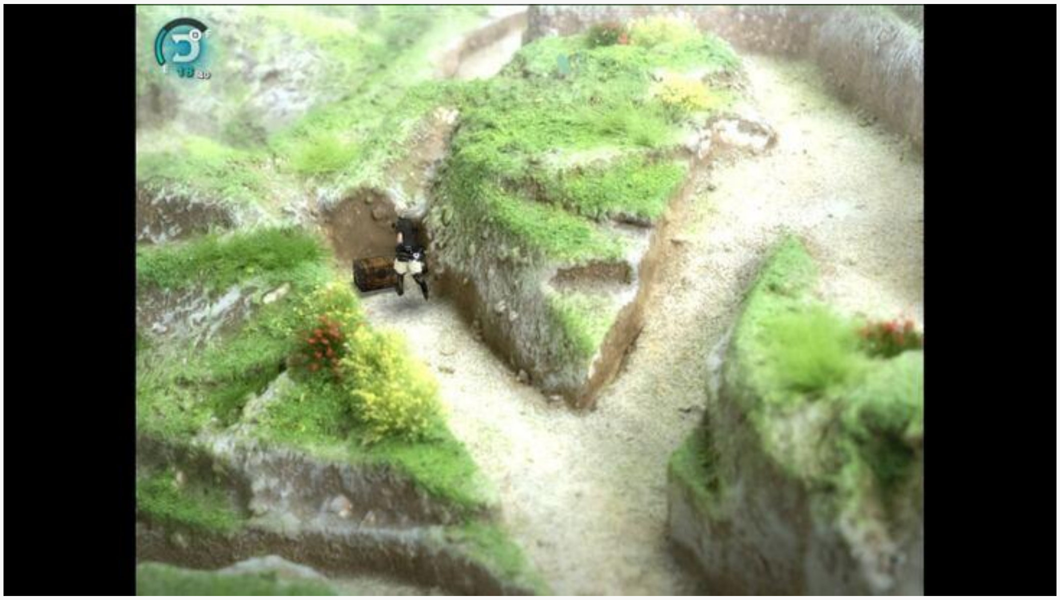
Your only target now is Dotty. He remains the same, but once Morrigan goes down he'll use a potion to restore 15,000 HP and get DEF up. He actually did this twice in a row, which practically fully healed him. From here on out he'll only do powerful attacks that hit for around 3500 dmg. to all party members, much less if you have DEF up and a barrier. Not bad. And that's basically all he does for the remainder of the fight. Very simple.

After the fight we'll have to find them next at **a place where ancient stones lie**. Ok, I don't know where that is, but I guess we'll eventually find out! We also get the **Cinderella Badge V** after the fight. Past this is the chest we saw before and it has **Cursed Doll** inside. This opens up a path in Valrika's Growth Map.

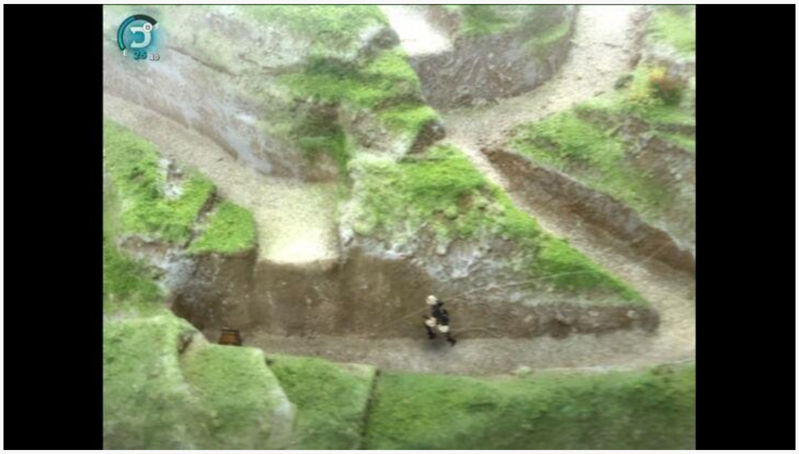
Go ahead and return to the save point. Heal up, re-save and move up the slope to find a split. Go left and into the next area.



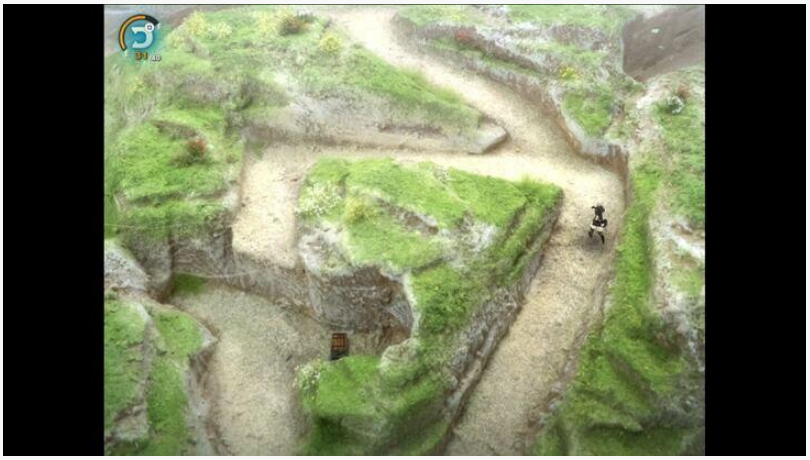
This area is called **Trio Path**. Yes, this one's pain so prepare yourself. Move forward and you'll reach a split. Go left first to find a chest with **Order Motes**.



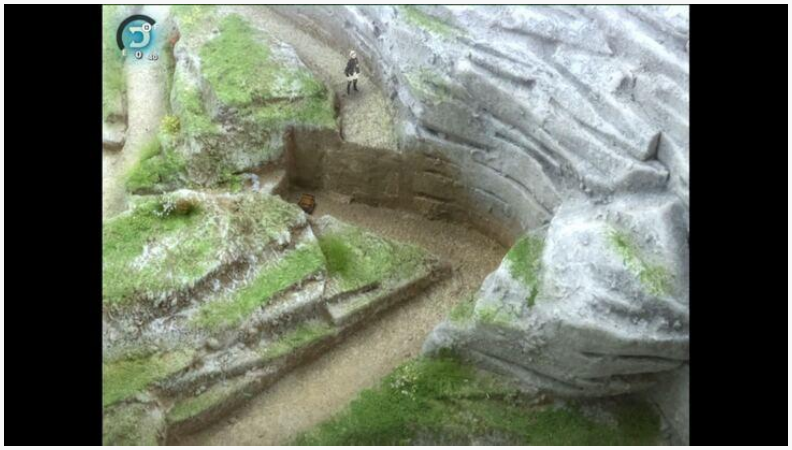
Go up and you'll be in another split. Head left first and drop down once possible. Down here go left past the split to find a chest with **Whetstone x2**.



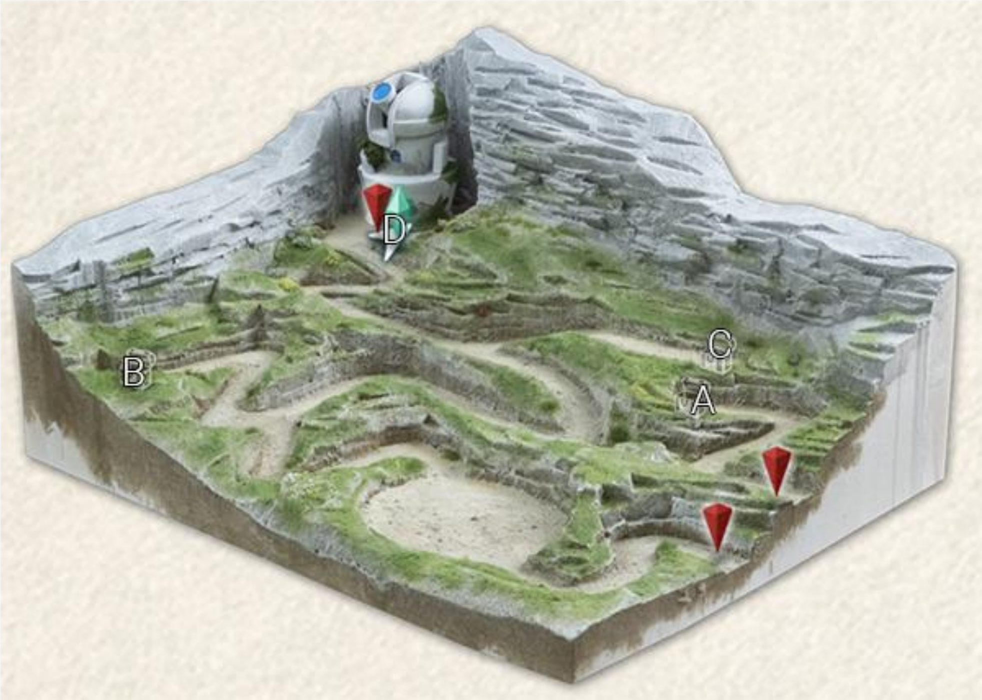
Return to the split and go up now to reach a split. Head left to open the very obvious chest for a **Cursed Staff**, then you'll have to drop down and go back up to the split.

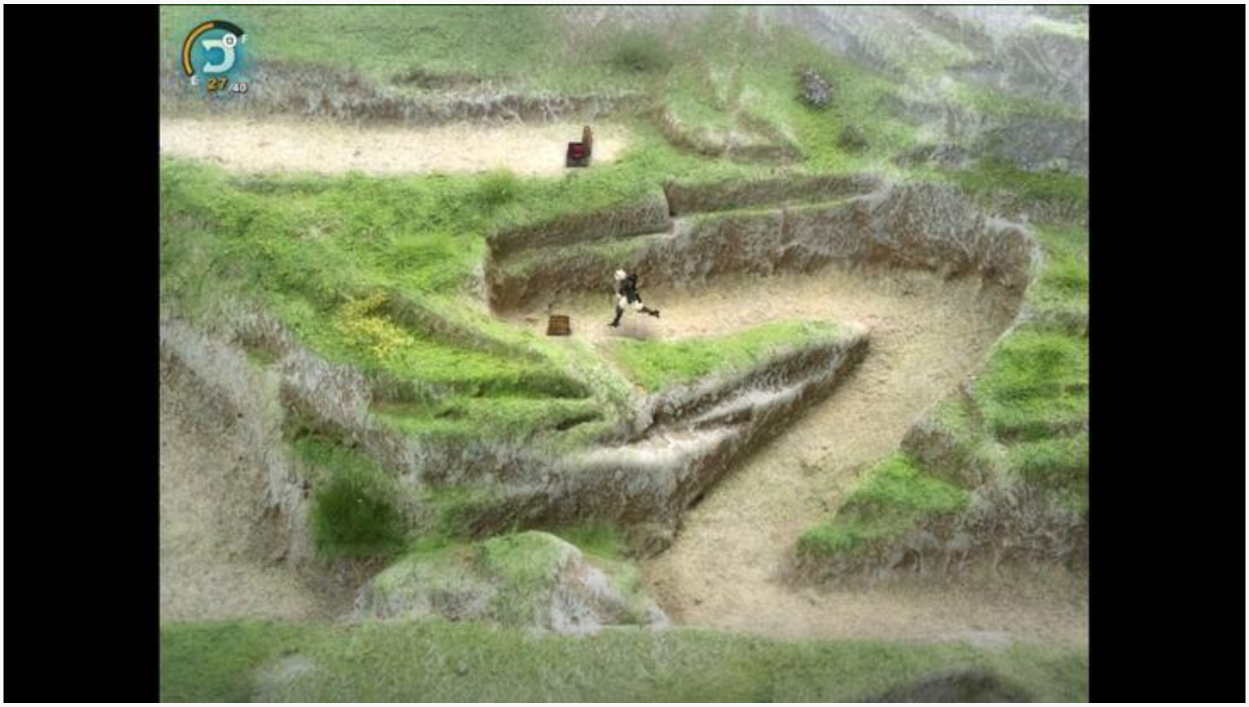


Head up the slope now to reach a split. We'll have to go right and you'll see a chest down below. Note that jumping down will make you go around the area. The chest has **Amethyst L** so jump down if you think it's worth it/want to get it.



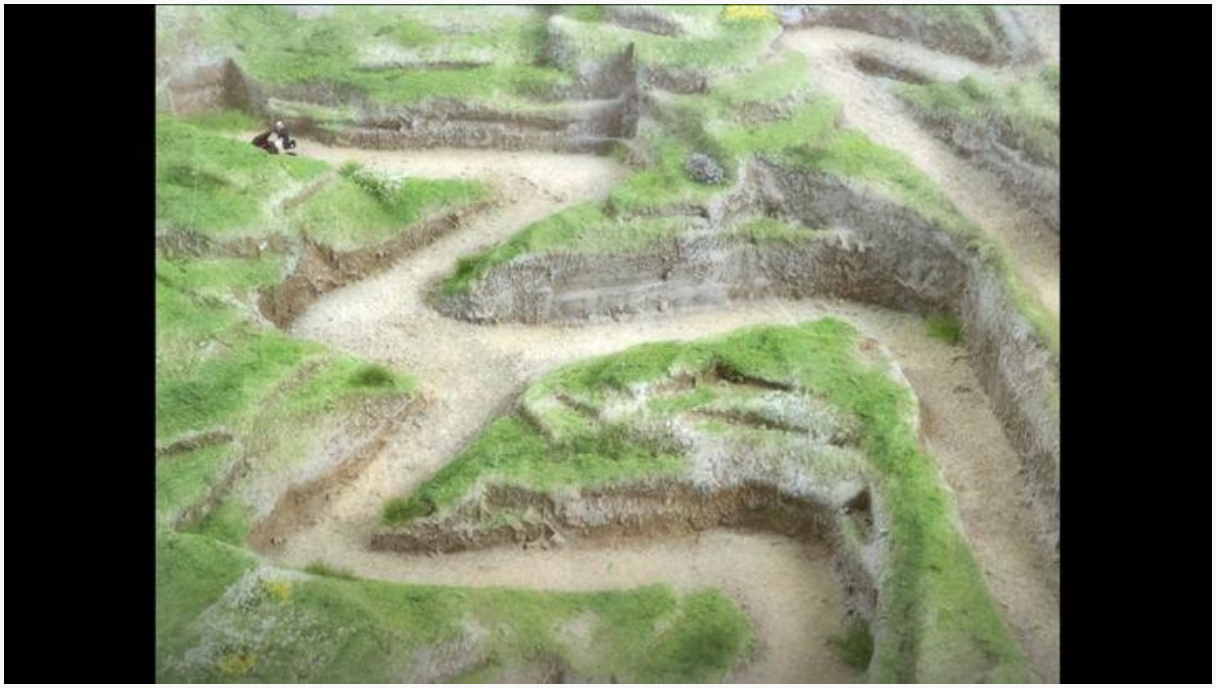
Head back to where the previous split was and go left now. Jump down when possible and we'll be at a split. Open up your map and you'll see there are two exits on this side of the map. Exit left here and in the next area simply move ahead and open the chest for **Force Diffusion Plan**, which opens Cheryl's Growth Map. Return to the previous screen afterwards.



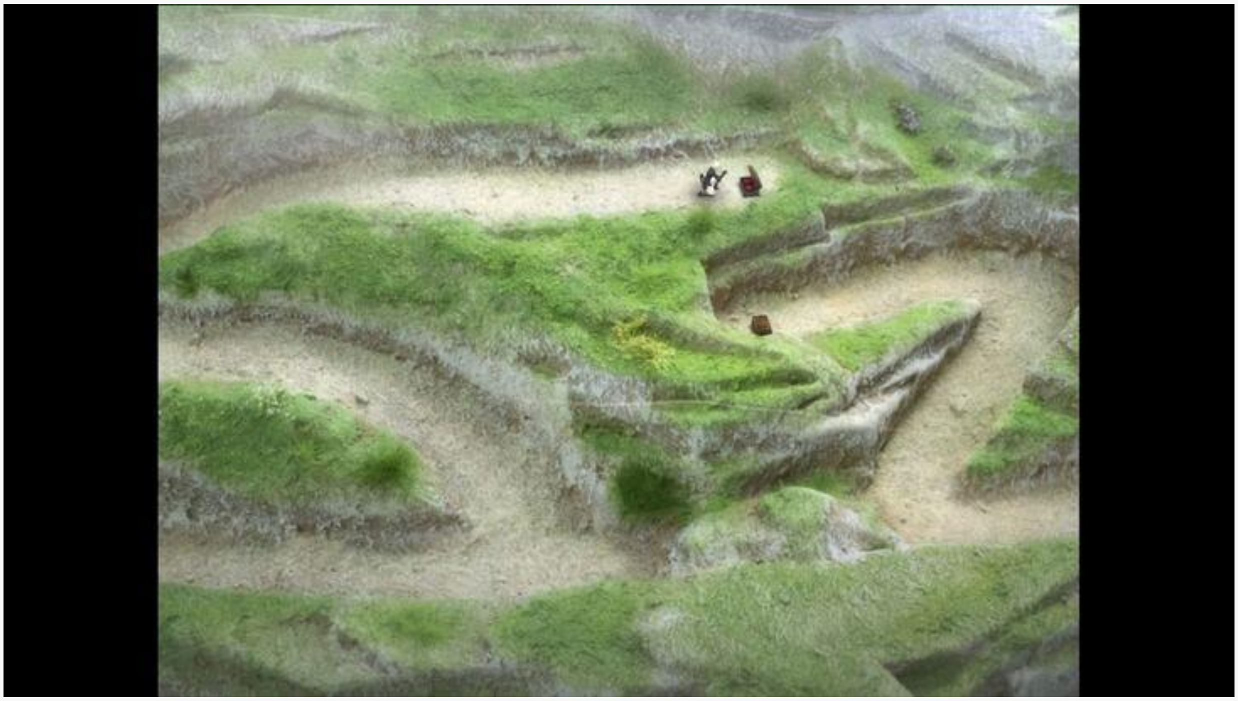


Once back in the other area you'll have a pair of paths to the right. Follow the bottom one going south and this will take you back into the next area, but using the other exit.

Follow the dirt road until you reach a split. Head north first up the slope to find a chest with **SP Capsule**.



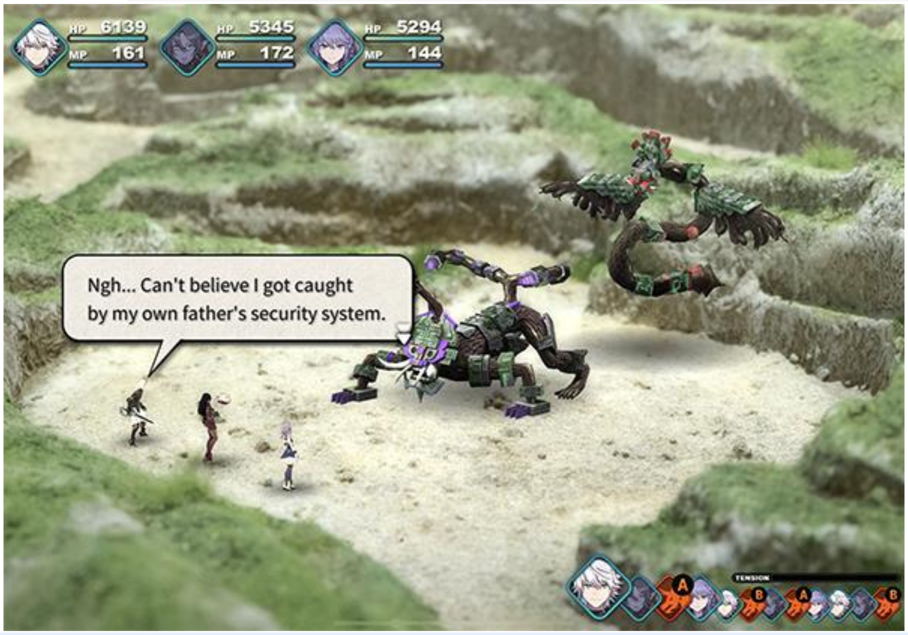
Return to the split and follow the other road this time. You'll see the chest we previously opened here, and north of it you can get to it by following the dirt road for an **Order Motes x2**.



Return to the split and go left now to reach an observatory. **MAKE SURE** to save before you even try to go in. Head to the save point right away. Heal up, save your game, and read the strat below to prepare yourself. When ready try going inside the house to trigger the fight.

PHOENICA & CERBERONA

NAME	HP	🗡	🛡
Phoenica	30000	358	293
Cerberona	50000	492	301


HP 6139
MP 161
HP 5345
MP 172
HP 5294
MP 144
Ngh... Can't believe I got caught by my own father's security system.
TENSION
A
B
A
B

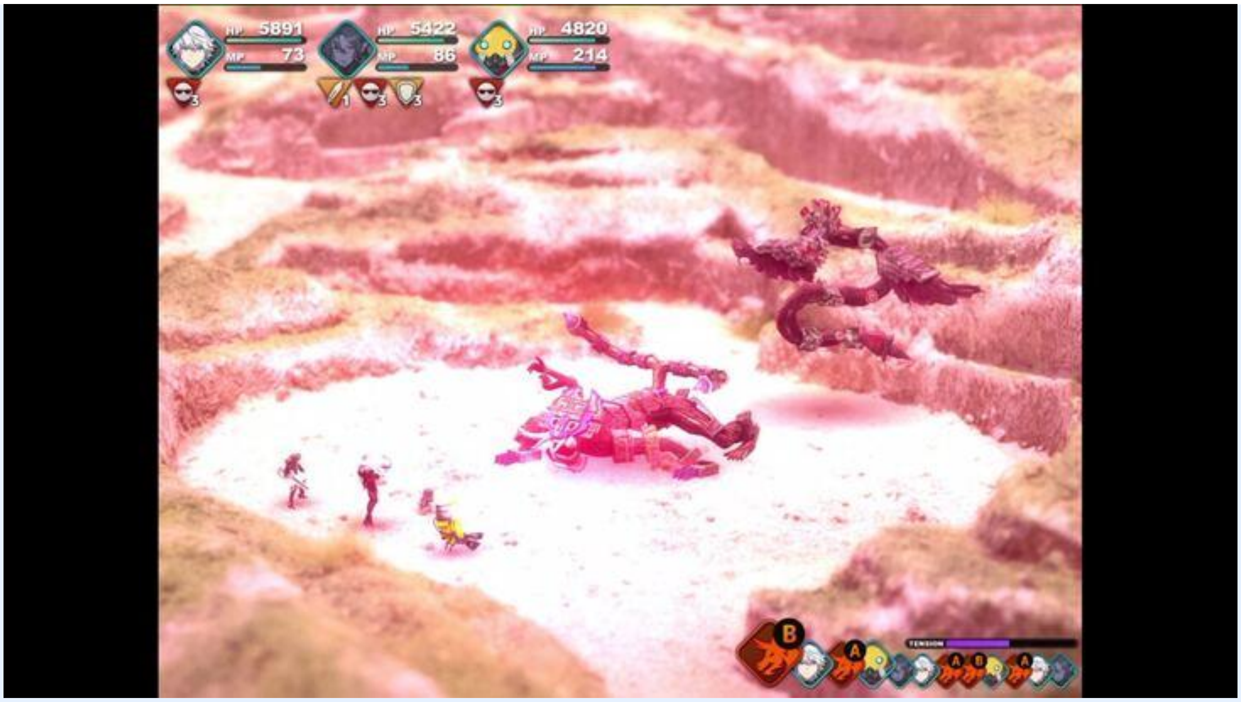
We are fighting 2 robots at the same time! It seems Bernard put these up in place in case of intruders. What if he tripped the alarm? Would he be able to take them out by himself?

This fight can be a bit tricky if you don't know how to deal with these guys. Let my start by saying that you SHOULD bring your main damage dealers (Leo and Valrika for me) equipped with a jewel to prevent Mist. This is the Smoky Jewel Quartz. These guys like to inflict Mist quite a bit so having this will make your life so much easier. Also if you want to equip Emeralds to increase DEF that's cool too. Not necessary though.

Anyway, let me talk first about their attacks, starting with Phoenica (the serpent bird). This guy is the buffer of the two. It likes to cast ATK and DEF up, mostly on Cerberona. This is quite annoying to be honest because Cerberona is already strong enough. It can cast Barrier, usually on Cerberona, and even cast Elemental Up, increasing their Holy resistance. It also loves to counter your moves so be extra careful. It's cool because if you attack it it'll physically counter you, dealing dmg., but if you inflict ATK or DEF down on it it'll counter using either one of these on you as well.

As for Cerberona, it likes to use mostly physical attacks. It has a single-target attack that hits for around 3100 dmg. Its very annoying attack **Tail Mist** is that attack that inflicts Mist. If you took my advice and equipped those Smoky Quartz then this attack will only deal dmg., around 4200 dmg. to all characters. Yes, even if you have the Smoky Quartz equipped, this attack still does a ton of damage. As for its powerful charge attack, it uses **Super Heal**, which heals them both for 20,000 HP.

For it's magical attack, it uses **Dark Bomb**, it charges a huge dark orb and shoots it from its mouth to deal a little over 4500 dmg. Yeah, this is a lot! It's single-target so at least it won't wipe your party.

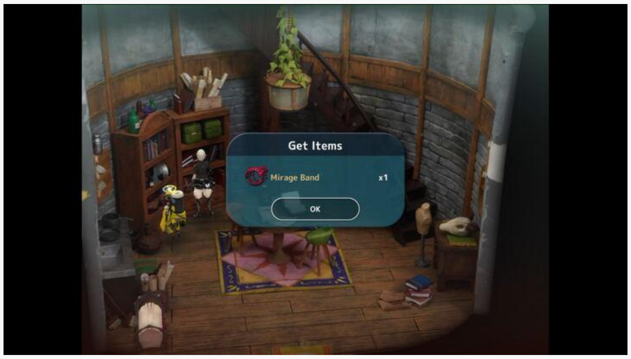


So, for this fight you want to IGNORE Cerberona. Yes, ignore the quadrupedal robot and focus 100% on Phoenica. There's a couple of reasons for this. First, it has less HP than Cerberona and it's the buffer of the group, and secondly, when you deal a certain amount of dmg. these guys will swap places, Cerberona moving to the back and Phoenica moving to the front. This is because Cerberona will start charging their powerful attack. Not only that though, but once it charges and unleashes the attack, they will also heal for 20,000 HP, both of them. This is horrible.

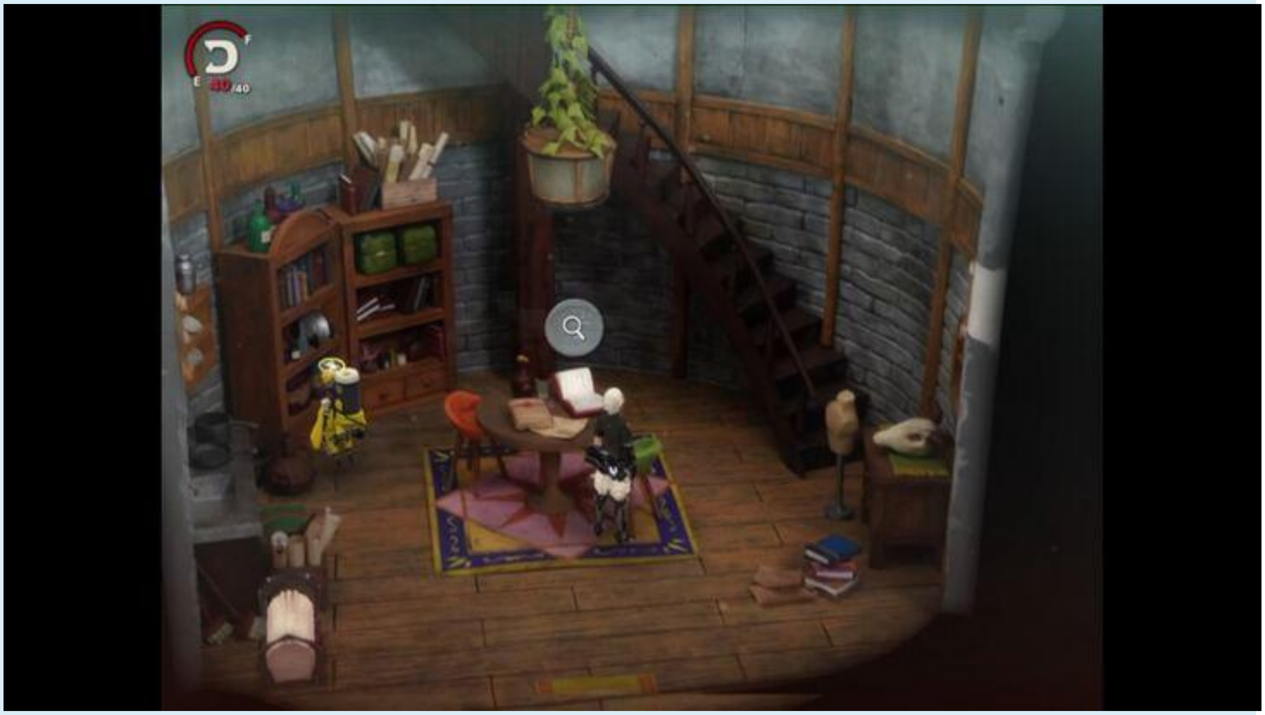
When this happens you want to hit Phoenica and take it out ASAP. Use your most powerful attacks when this happens. Personally I have Leo's Samidare +1 Fire and Valrika's Arrow Rain +2. With these two attacks I'm doing around 11,000 dmg. in one turn. Have Prickle, Ez, or Kina keep you healed and with DEF up. If you don't take care of Phoenica, they'll swap places and continue what they were doing. Of course this move will still happen even if you kill Phoenica, but you only need to worry about one enemy now.

Once you've taken care of Phoenica, Cerberona isn't difficult at all thankfully. With no buffs, he'll just attack as he's been doing thus far until the fight ends.

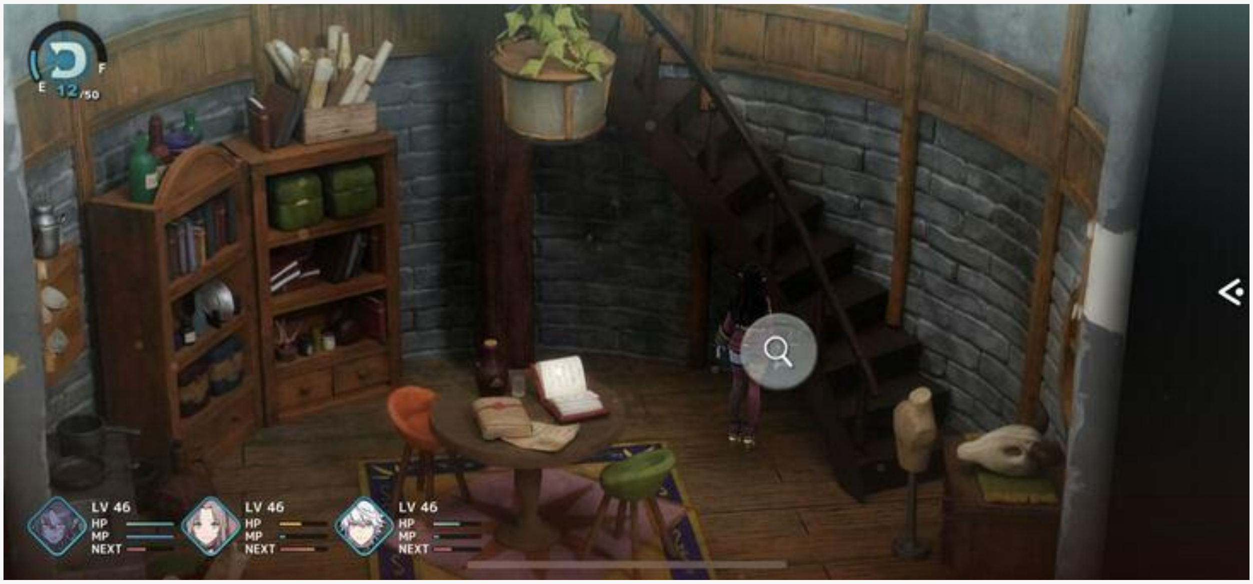
After the fight and the scene, save up your game and head inside **Bernard's Laboratory**. After the little scene as we enter, we can finally explore. Check the shelves in the back (next to where Prickle is) and you'll be able to find a **Mirage Band**.



VERY IMPORTANT: examine the desk in the center! MAKE SURE YOU DO SO! Doing this will trigger a memory scene where we get to see just how much Bernard loved his wife, Leo's mom. Not only that but Leo's Divine Artifact will gain an upgrade, making his fire attacks much more powerful (Fire Attack 2) AND unlocking passive skills that buff up his Solar Flare.



From here you'll notice the locked chest we cannot open just yet. Now check underneath the stairs to find a hidden item, a **Sepia Quartz**.



Head upstairs and here you'll find more chests we cannot get. The white one and the 2 yellow ones. We need god keys for these. Oh man. I feel like these are the last ones, or the last kind of locked chest.

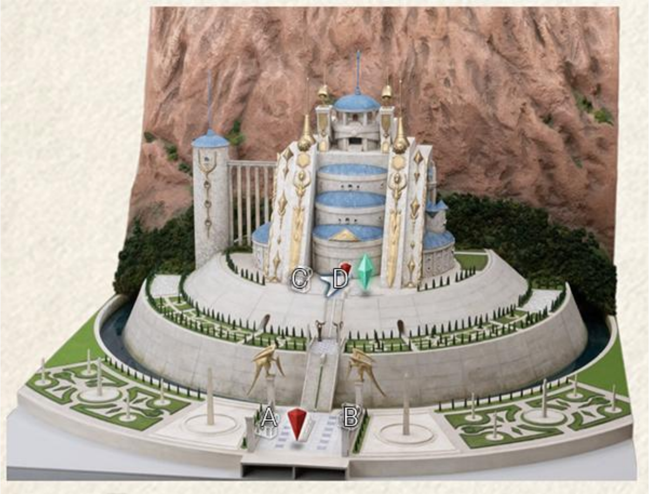
When ready examine the coffee table to trigger a little scene where you'll find some of Bernard's research about the "Network of the Gods". Oh? This takes us back to Valrika's Laboratory and she tells us we can reach the God Realm through the communicator in the back, past the door. Yeah, remember this room that seemingly had nothing? Yep, it's through here.

This brings this main quest to an end, but don't leave just yet. Talk to Zinikr to get yet another sidequest. This one is actually fantastic (the ending of it... I love it!). We're finally putting Zinikr's Crystal Ball to good use!

- Using the Crystal Ball

I HIGHLY recommend you do this one RIGHT NOW. It's not that hard and it's recommended lv. is even lower than the main quest we just did. Once you're done with this, however, we're going to continue with **Palace Under Attack**, Cheryl's quest. See you in the next page for info on how to start it!

Defending Vibra



Are you ready to defend Vibra from the Mechteria? Let's do this. Go ahead and warp to Vibra Palace's Courtyard. As soon as we enter we'll be showned how bad things are here. And yes, it's horrible just how bad the Mechteria's gotten.

LV 44
HP
MP
NEXT
LV 43
HP
MP
NEXT
LV 43
HP
MP
NEXT
Menu
Items

The soldiers are fending off the Mechteria so you want to head to the palace itself while you approach the soldiers and help them take care of these enemies. They are extremely easy, with them being lv.39 and just having around 3600 HP. A single use of Valrika's Arrow Rain is enough to kill all enemies in one turn.

Once you reach the top (we've already been here and looted the place so there's nothing new for us) go ahead and prepare yourself, heal up, and save your game. We're up against one of the most annoying boss fights in the game thus far. It took me a while to take care of so I'm here to help you out. Of course, please read the boss strat below before you continue.

Once ready, head inside the palace where we'll have a cutscene play (a rather nice one) and we'll have our boss fight right after.

INFERNAL MECHTERIA BLOB

NAME	HP	🗡	🛡
Infernal Mechteria Blob	60000	621	305
Mecha Jellyfish	3670	192	288

So yes, this guy is probably the worst boss in the game so far, at least in my opinion. He's like an upgraded version of the blob boss we fought back in East Vence.

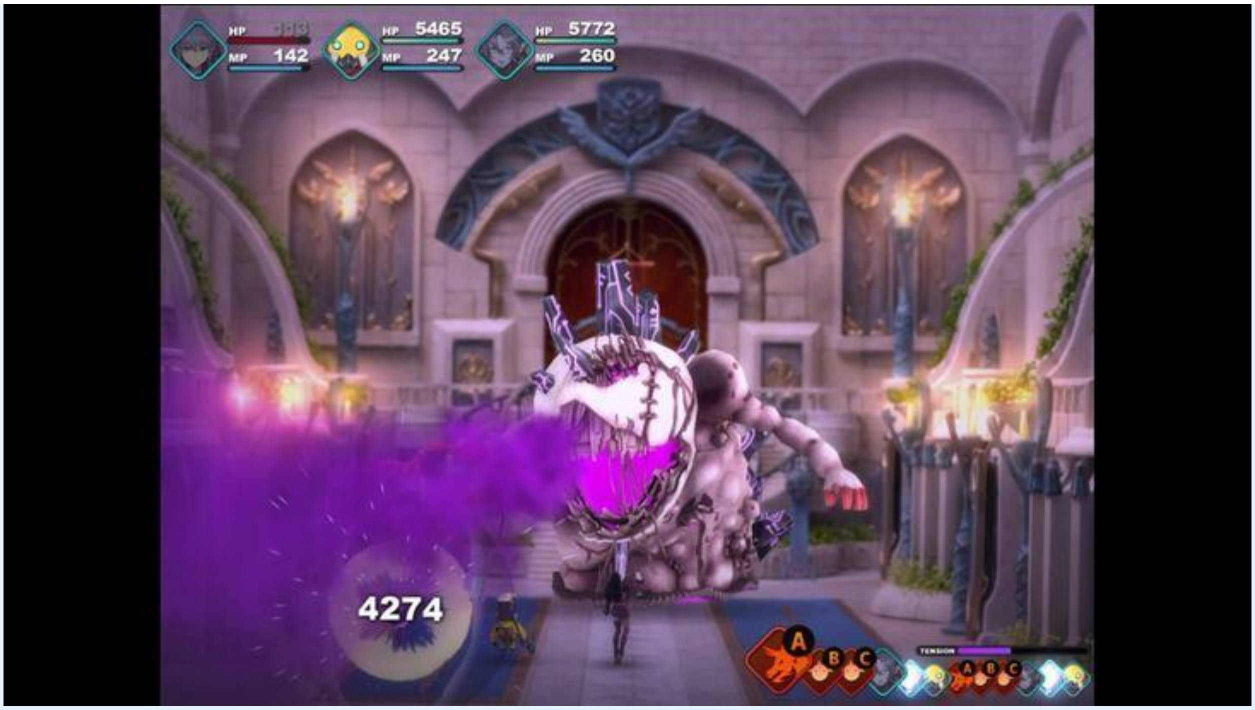
This guy remains mostly the same as before, with a couple changes, but most importantly, A LOT more powerful. There's a couple of preparations you should do before starting this fight, and they're quite important. First of all, Cheryl. Cheryl NEEDS to be leveled up. I honestly don't like Mistwalker's approach where they force you into playing with a character, especially when you don't use said character. I hope you took my advice and slapped her with one of those jewels that increase EXP. My Cheryl (and Kina for that matter) are both at the same level of the rest of my party (lv.44) so no worries for me on that.

You will also want to equip a certain couple jewels. First of all, we need to prevent Petrify. There's a whole lot of it going on so equipping **Snow Quartz** is a must in this fight. He can also inflict Curse on you (which prevents healing) so equipping a **Phantom Quartz** alongside the Snow one is the best thing you can do.

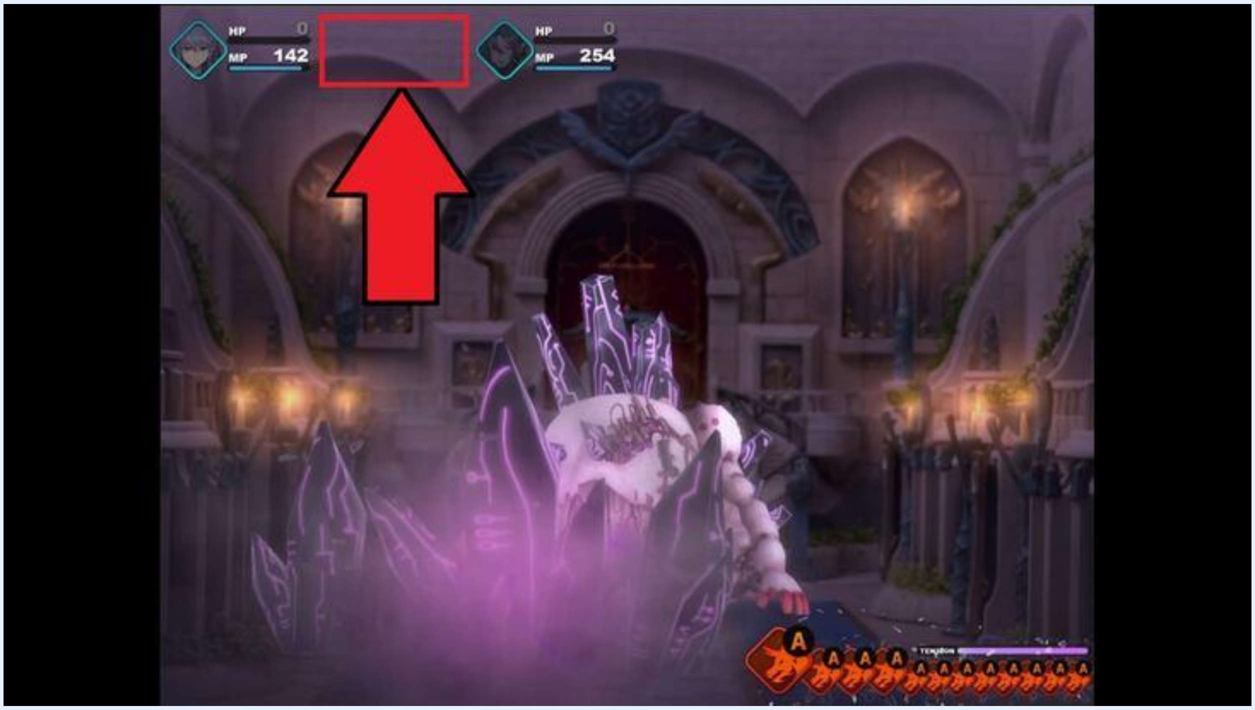
Also make sure your party has a lot of HP, especially Cheryl. Pearl Jewels here are your best friend. The boss has an attack that hits the entire party for around 5000 dmg. (this is without buffs/debuffs) so you want to make sure you have enough HP to withstand this attack. Of course unlocking the HP Nodes in your Growth Maps is a great way to do this. Of course you can also equip an Emerald to increase your DEF as well. Include buffs/debuffs and the damage will be lower.

Another thing I highly recommend you have is Kina's **Miracle** spell. This is her tension move and it fully revives all party members and fully heals them up. Although not necessary, you might want to have this as an "emergency button" in case things go south, especially near the end. I am indeed writing this because it saved my read during this fight.

As for his attacks, his regular attack hits one character for around 3700 dmg. **Miasmic Breath** is probably one of his most dangerous attacks. He spits out this purple breath that hits one character for over 4200 dmg. Yes, it's extremely powerful and he uses it often. This is not the only thing it doesn, however. This attack will also petrify said character, which is exactly why I told you to equip the Snow Quartz jewels above.

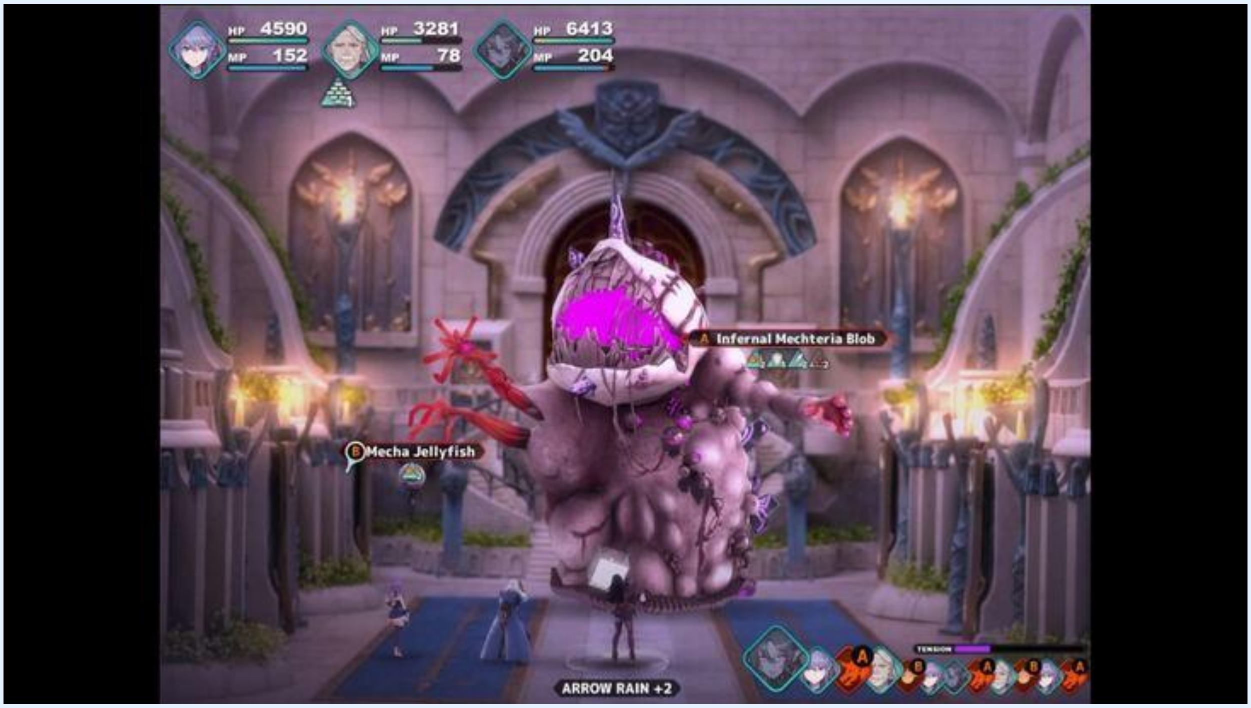

HP
MP 142
HP 5465
MP 247
HP 5772
MP 260
4274
TENSION

His most powerful attack, however is **Ground Shatter**. This attack hits all party members for around 5000 dmg. Yep, not kidding! This attack can instantly wipe your party. It's also terrifying because if you have a character that's petrified when this attack lands then the character will be out for good. Yes, this means, since that character is completely deleted for the rest of the fight, you won't be able to change characters, limiting you to 2 characters.


HP 0
MP 142
HP 0
MP 254
TENSION

That is not the only thing to worry about of this attack. It can also inflict Curse on your characters so may god have mercy on your soul. As for the little guys, they are the same as before. They attack the party for minimal damage and they like to increase the boss's Elemental Resistance.

Ok, so how to tackle this fight. If you remember correctly the only way for you to damage this guy is by attacking him when his mouth is open. This being said, this makes many characters quite useless, Leo being one of them.



For this I recommend you bring Cheryl (she's a must), Zinikr, and Valrika. Cheryl's Knight Impact EX does a ton of damage to the boss, which is quite nice. She also has Enchanting Mist, which allows you to cast Mist on the boss, helping you dodge attacks. You want her to focus on using this (which will also attack all of the little guys, eventually killing them) and using Potion Ls.

Zinikr, has it has been pretty much his only use for me thus far, is to Taunt and have all the enemies attack him. This is fantastic so you can keep Cheryl and Valrika safe and fully healed so they can withstand the boss's "Ground Shatter" attack. Like I said above, have Cheryl use Potion Ls, mostly to keep Zinikr healed.

As for Valrika, she's going to be your damage dealer. Make sure she has Arrow Rain+2 so you can deal as much damage as possible. The boss only has 60000 HP so it'll go down pretty fast. She also has the ability to lower the boss's ATK and DEF so make sure to do that, especially ATK.

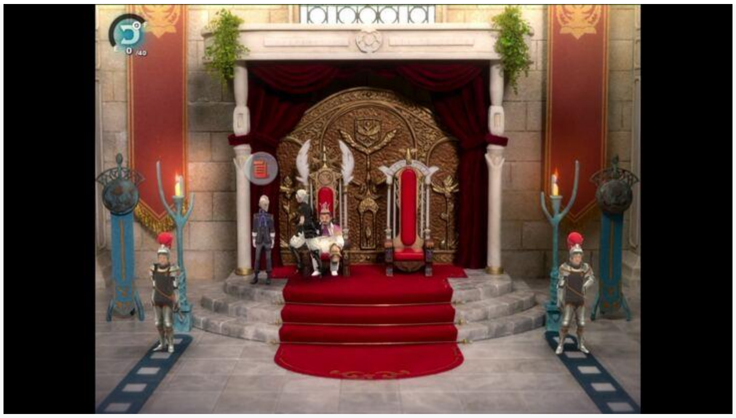
And that's about it. It's a pretty simple-to-understand fight, but man those status effects are wild.

After the fight, watch the very long scene where we explain King Garland about Kina, who she is, and how we found out. Cheryl will be crowned as the Queen of Vibra as well and her Divine Artifact will be upgraded, unlocking a path on the bottom of the Growth Map. Nice!

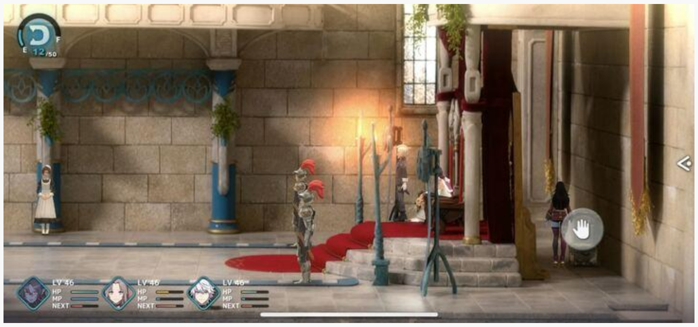
During the scene we'll also get the **Flame of Vibra**, an item that'll allow us to enter the Blue Grotto, a lv.49 area south of Vibra's Outskirts. This will bring the current main quest to an end, and start a new one, **Long LIve the Queen**. This is a new main quest and it has a recommended lv. of 49. Yeah, we're not quite there yet. We'll get to it eventually.

Instead, talk to Sebastian here next to the king to get us a new sidequest (link below). After all we've done for him, Cheryl, and the kingdom, why the hell is he still talking to us like we're scum? Oh well, let's kick his ass and show him our power.

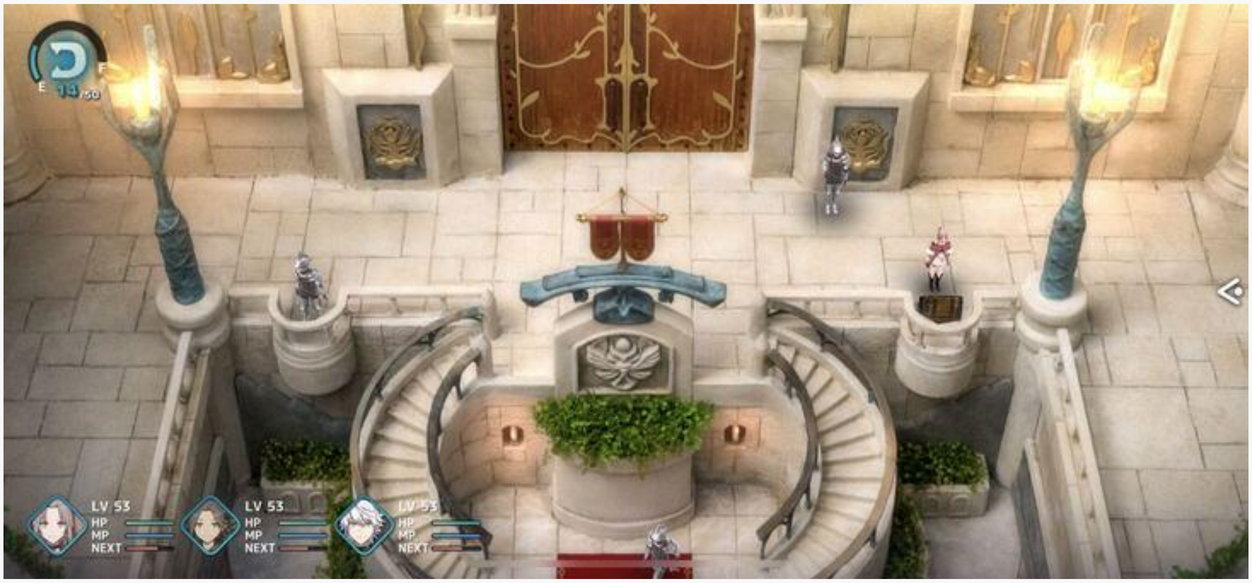
- Satisfying Sebastian



Before we leave, check behind the throne to find a hidden chest with **Emerald XL**.



Leave the throne room and as soon as you appear in the next area check your right side (character's left) to find a sneaky chest with **Magic Crystal Powder**. This unlocks a path in a character's Growth Map (we still haven't gotten this character) that unlocks one of this strongest moves.



For now, let's help out Ez and his main quest **Ez and the Guild**. Before we do that, however, let's go get a couple of chests. You may have gotten these already, but I'll list them anyway.

There are some chests in the Machine Realm. Outside the Secret Base building (next to the path to the wormhole) you can get **Nanomic Blade**, weapon for Leo. Fully upgraded (which you can do here), it's best thing we have for Leo right now. You need a Machine Key to open these up, but you should have some.

Leave the Secret Base via the south exit and just around the corner you can find the **Wizard Belt**. Pretty nice. And that's it. Feel free to warp to **Vibra - Outskirts**. See you in the next page!

Helping Ez and Family

Time to help Ez out! Here in Vibra's Outskirts, go up the stairs first and heal up, prepare, save your game. Yeah, we'll be immediately taken into a boss fight. Like always, read the strat below so you can fully prepare.

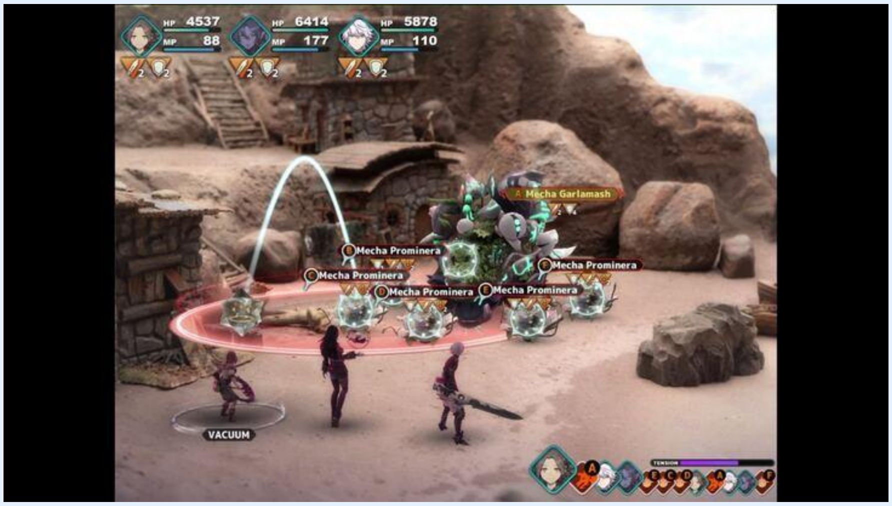
That being said, enter Ez's House (the lower left house) and speak to his dad in the next room. This triggers a little scene where we show him the blueprints we found in the Merchants' Guild (where Ez inside the meteor was). Watch the scene as the members of the guild themselves will come and try to take us out. Of course we're not letting that happen! He brings out what's going to be our next boss fight!

MECHA GARLAMASH

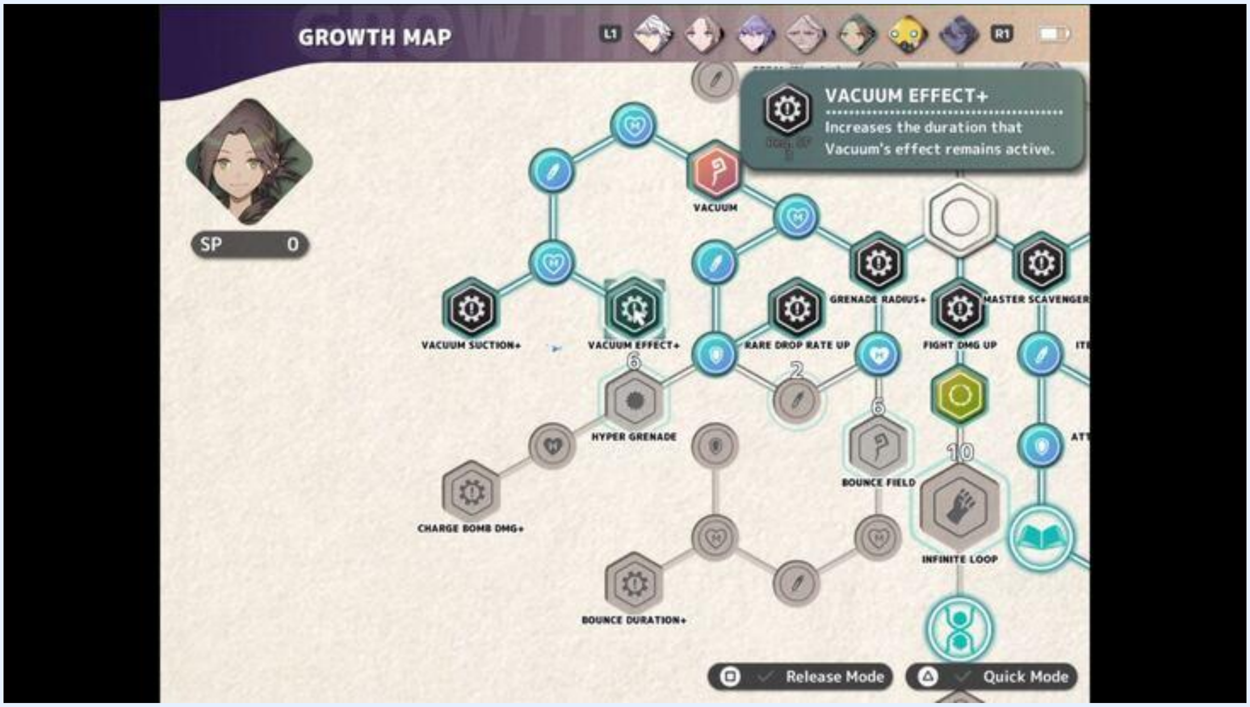
NAME	HP	🗡	🛡
Mecha Garlamash	80000	456	309
Mecha Prominera	2450	194	279

Oh this fight. I actually was shocked to have this as a fight because it's a regular enemies we've fought before, just with a ton more HP, but there's more to this fight than meets the eye. Keep on reading to find out!

Let start by talking about things you need for this fight. For starters, Ez is mandatory in this fight so he'll be in this fight whether you want to or not. This time, however, it's for a reason. **MAKE SURE** Ez has **Vacuum** unlocked, which is to the left of the center of his Growth Map. Yes, they made a fight where you HAVE to have an ability unlocked, otherwise you will not be able to complete this fight.



Make sure to have Vacuum unlocked. If you don't have it remember that you can turn off the nodes in your Growth Map so you can reallocate your points there. If you can, make sure to also get the two Vacuum upgrades, **Suction+** and **Vacuum Effect+**. These are not necessary, but man are they super helpful. Personally I didn't have them on (you can see in the video above), but I suggest you do. Will help out big time (and make the fight go by faster).



VACUUM EFFECT+

Increases the duration that Vacuum's effect remains active.

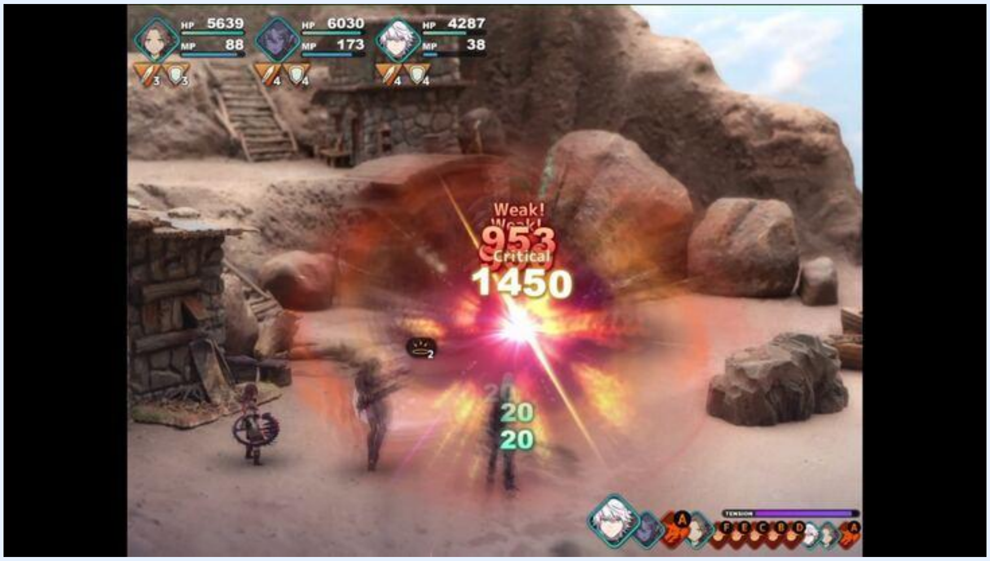
Another very important thing related to the Growth Map is to remove Counter. You **DO NOT** want counter on (this goes for Leo and Zinikr who actually had it on for me). The reason is that if the small guys attack and you counter them you'll immediately take damage if they die. Watch my video above and DON'T do the same mistakes I made. One last thing is to equip **Citrine Quartz**. The small guys like to inflict Sleep on you so having these is a must, at least on Ez and your damage dealer.

Let's talk about the enemies now, starting with the small guys. These guys... **DO NOT TOUCH THEM!** They are walking bombs! Yes, killing them will make them self-destruct, dealing around 2200 dmg. to the entire party. Yes, that's a lot of damage. If you kill 3 at a time, that's 6600+ dmg. to the party. So, the gist of this fight... don't touch these damn enemies! Funny enough, I popped a Vacuum then hit them all with Valrika's Arrow Rain and got murdered in the first 10 seconds of the fight haha.

Thankfully however, these guys deal very little damage to you with their normal attacks so you can easily disregard them. Do note that if you kill one of them the boss will immediately replace it, which means you can't just kill them and heal in between. You need to fight the boss while avoiding them.

As for the boss himself, he has a regular physical attack that deals around 2500 dmg. to one character. Not bad at all. It also has a move called **War Cry** in which your ATK and DEF are reduced. His most dangerous attack is **Delay Smash**, an attack that hits all party members for around 2400 dmg. and delays your turn a little bit. Still not so bad since this and his normal attack are the only ones he has.

So, how to deal with these guys? You want to use Vacuum to suck them all up (except the boss of course) to a side. I recommend you move them to the left side of the area, and remember that if you have Suction+ the range will increase, making it even easier. Sadly, I didn't bring it so I couldn't use Valrika's Arrow Rain because the lack of range, so please make sure to do so. Leo's Samidare Fire +1/+2 is godly here. It does a TON of damage to Mecha Garlamash thanks to his weakness to fire.



And that's about it for the fight. Have Ez stick to Vacuum and heal/buff while both Valrika and Leo focus on attacks. You can swap Valrika for anyone you want, of course, but I recommend her because of her damage capability AND her ability to inflict ATK down on all the enemies while they're under Vacuum, making your life much easier. She can also use DEF down, but make sure only on the boss (this is if you didn't turn off Counter like me). Another great perk from Valrika is that she can slow down all the small enemies, making it even easier.

There will be a lengthy scene after the fight where the guild starts feeling guilty and they want to turn themselves in, but Ez thinks not. A somewhat nice scene here. Thanks to this fight, and all his feelings he has for Vibra and her people, his Divine Artifact will gain an upgrade, unlocking a path on the bottom of the Growth Map. Not only that but his passive **Item Saver** is also upgraded! Fantastic!

And with this the main quest **Ez and the Guild** is complete.

We're not to leave just yet. Head inside Ez's house and talk to the kid in here. He'll have another quest, one of those for your Dimengeon Machine. This is a sidequest so I'll leave the link down below.

- Extreme Dimengeon

That's not it! Go inside the next room and speak to the Guild Master. He has another quest for you called Merging Powers, a sidequest. This is a much higher lv. so you won't be doing this one for a while. Nevertheless, make sure to grab it.

It seems he wants to make a weapon for us, but we'll need to get him the parts, mostly because they're not from this realm. Valrika is here and she'll tell us that we can find them over in the Chaos Realm, specifically the Chaos Cavern. Don't worry, we'll go there later!

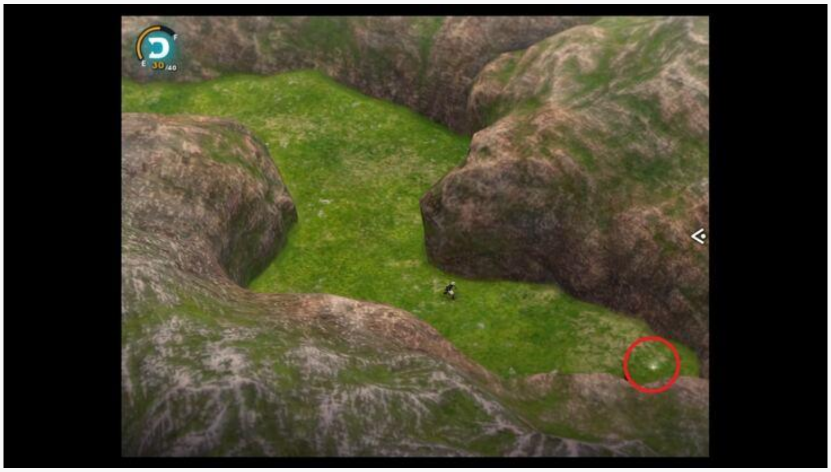
For now, however, I recommend you do the Extreme Dimengeon sidequest linked above but once you're done, we're going to go get a new party member! We could've done this before, but now seems like a great time to do so since the fights will be tough! See you in the next page.

Falcion Bypath

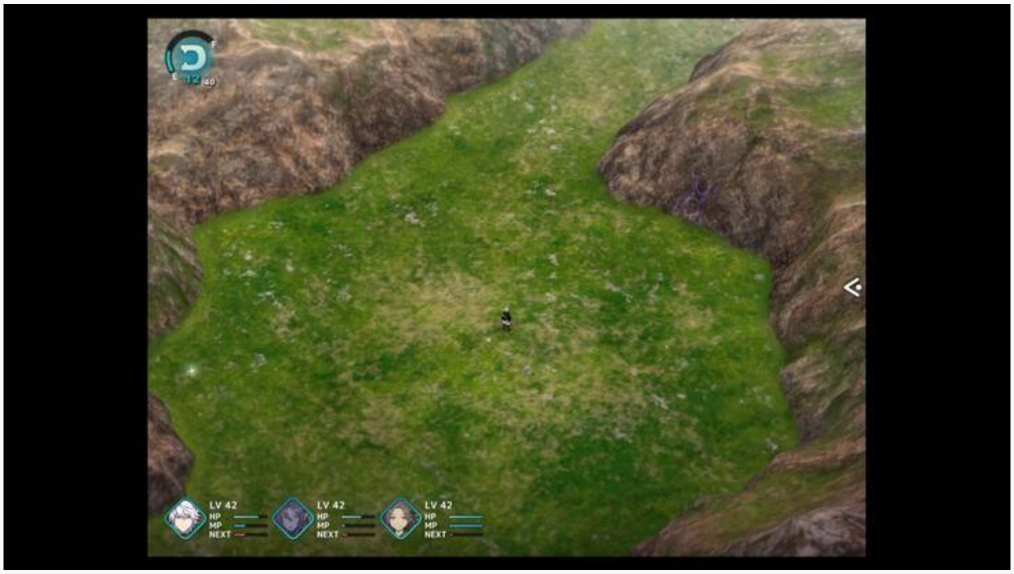
- 1 Falcion Bypath
- 2 Volcanic Cavern

Falcion Bypath is located behind Ancient Mountain Path, the frozen mountains in the northeastern corner of the world. To get there warp to the Hidden Valley, leave the area and on the world map go west back towards the water and head north when possible.

As you move north now you'll reach a split. Go right first to find and at the end you'll find a sparkle with **Elixir**.



Return to the split and head north to see the area opens up. Check the left side of said open area to find another sparkle, this one with **Ether L**.



Continue heading north and you'll eventually reach our new area, **Falcion Bypath**.

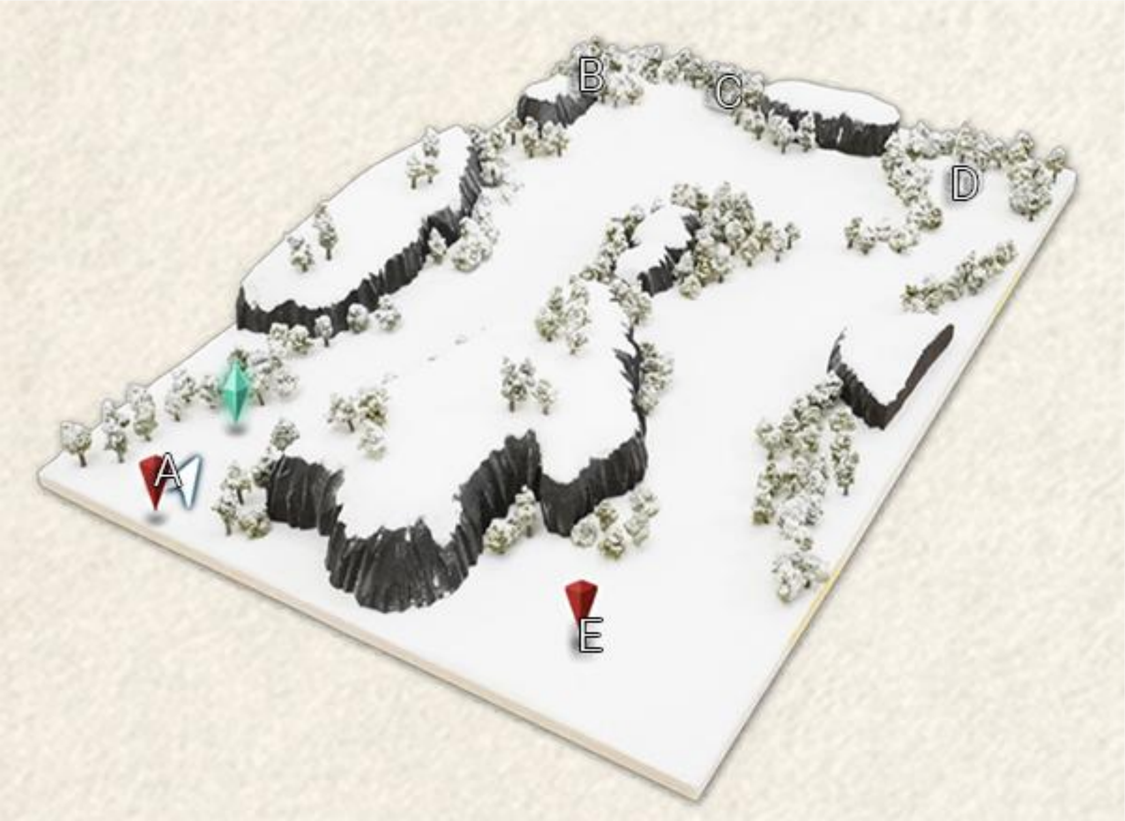
Falcion Bypath

My lv.	45

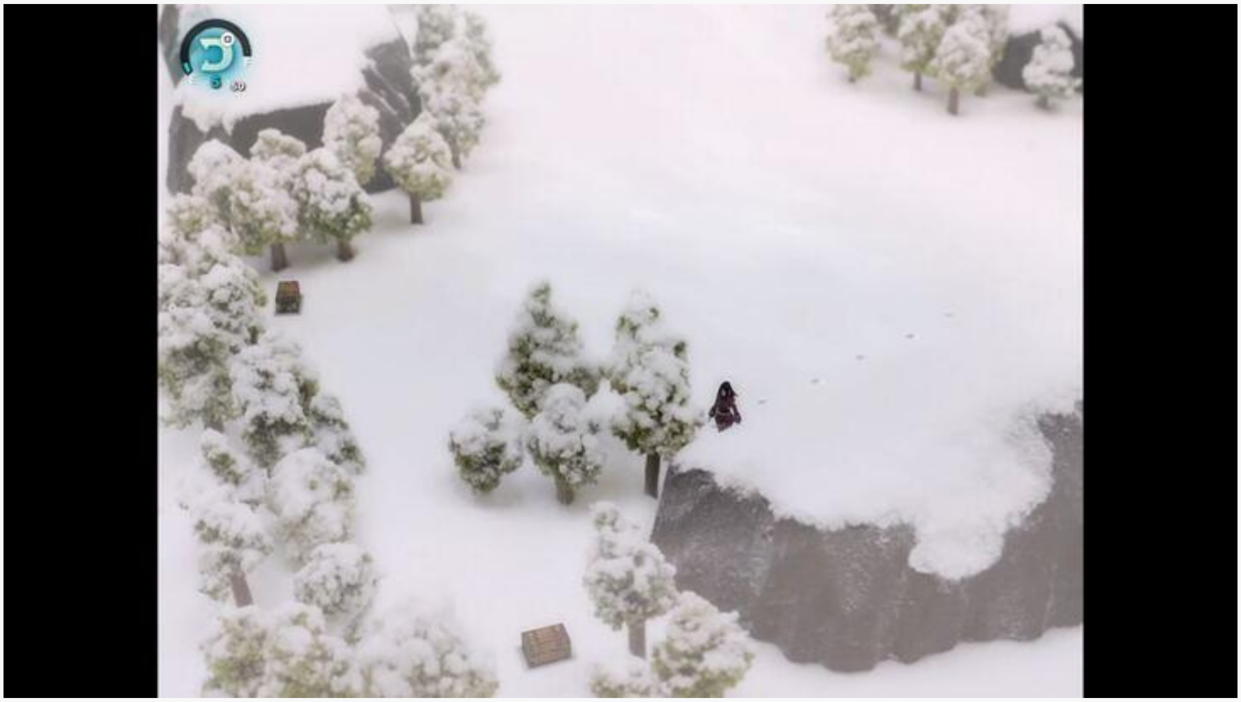
ENEMIES		
NAME	HP	WEAKNESSESS
Ice Orblus	4730	Fire
White Zoragon	7150	Fire
White Avaris	1180	None
Crystalander	5800	None
White Wolzas	2360	Fire

As we enter, go ahead and save your game. Afterwards move inwards to trigger a little scene. You'll find a pair of guys with swords. They are looking for Tan. Remember him? Yeah, it's been a while since we've seen him! Since part 1 I believe. Oh well, seems like he's in trouble so we might as well help him out.

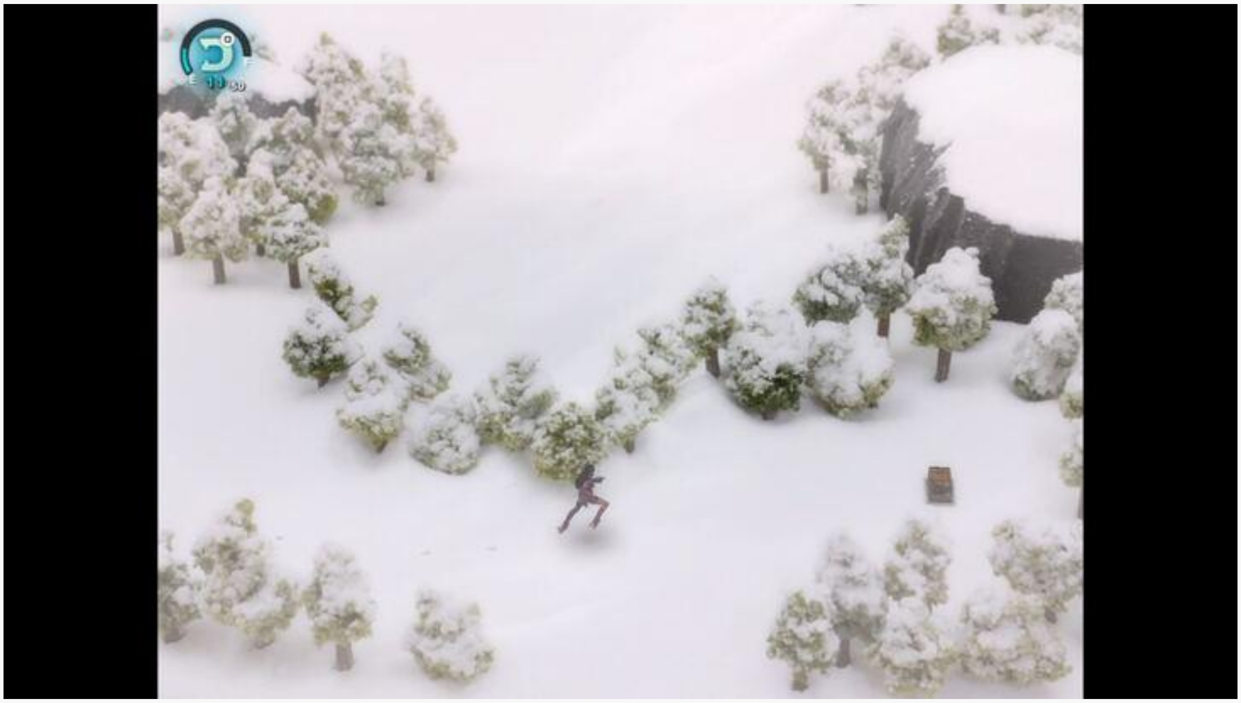
We will have to go through a fight against 3 enemies with Tan alone. It shouldn't be hard at all. It's meant to be this way despite your own level. Use Galf Slash to hit several enemies in a row and use First Aid whenever your HP gets low. After the fight we'll get a lot of backstory of Tan and where he's from. Very interesting!



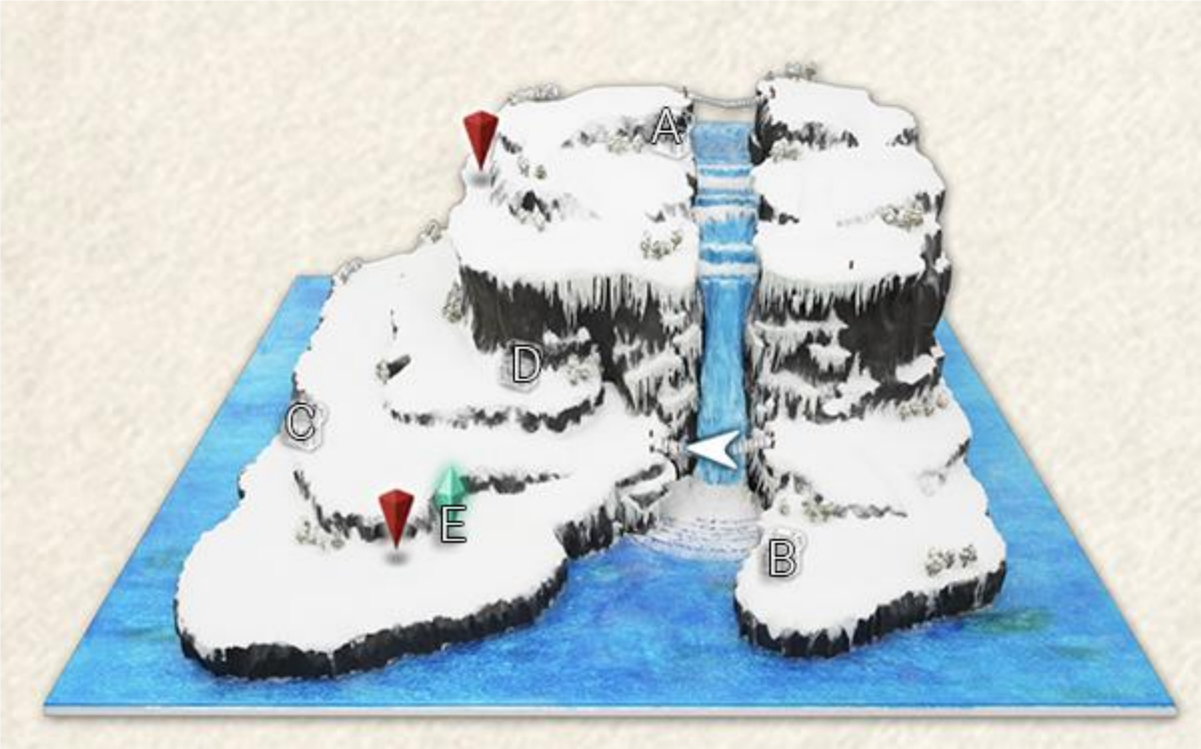
Once we regain control we'll actually get the main quest **Tan, the Colitary**. We are going to do this right now! When ready move to the northwestern corner to find a pair of chests, with **Whetstone x2** and **Ether L**.



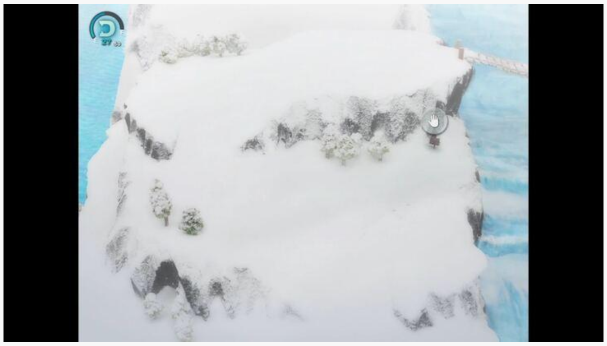
Continue going around the area and when you start going south go east (which would be left with the camera's angle) and in the northeastern corner you'll be able to find another chest, this one with **Order Motes**.



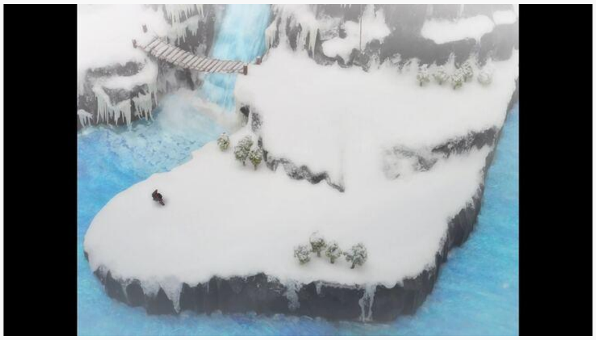
Return and head south until you reach the next area.



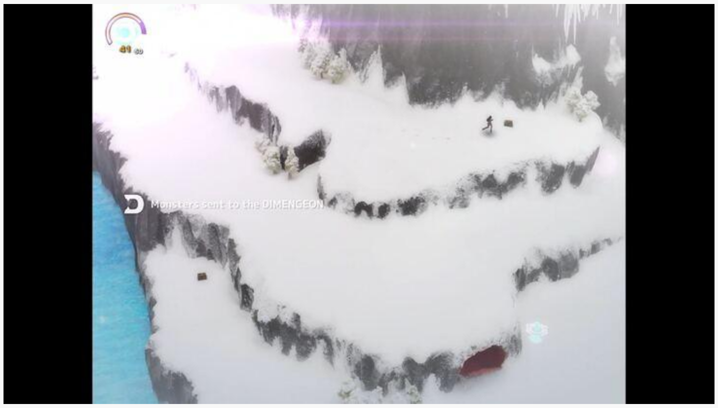
This is a big one. We need to move down the cliff to the save point. That being said, start going around the area and go up the first slope you come across, heading right right after to get **Hacker's Bible**, an item for Prickle's Growth Map.



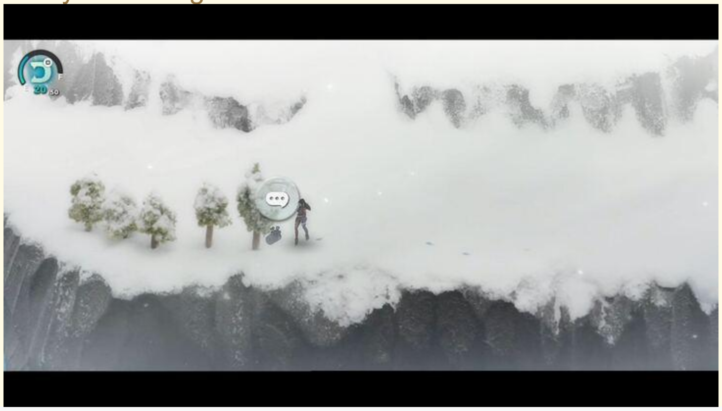
Head further up, run across the rope bridge and make your way down the slopes, going down the rope when you get to it. At the bottom go south down the slope and you'll find another chest, this one with **Venus Fists**.



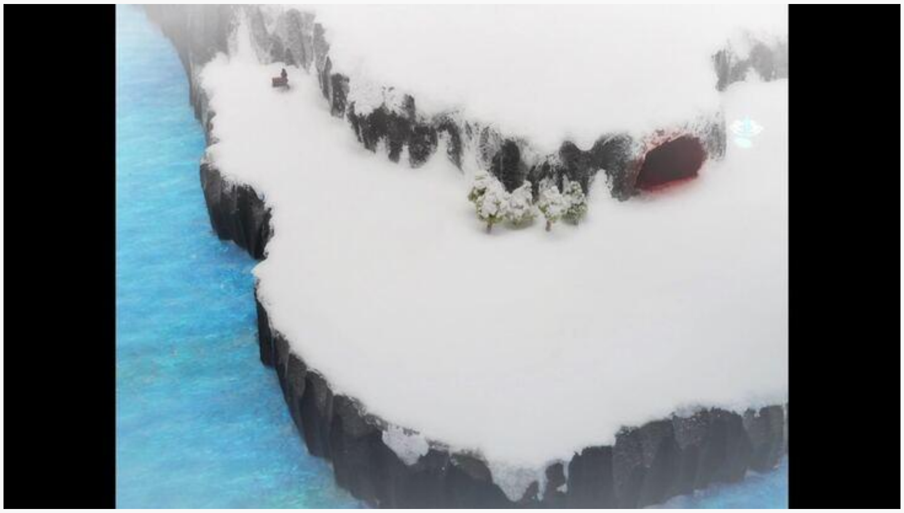
Go ahead and cross the rope bridge to the left now and we'll have a split. Follow the top path and go all the way around to reach a chest with **Blue Quartz**.



NOTE: I didn't see this the first time I came through here (I honestly don't know if it is here right now, but there's a robot for Prickle's Secret Base we can get from under the trees next to the slope you use to go up to the chest. If you see it get him.

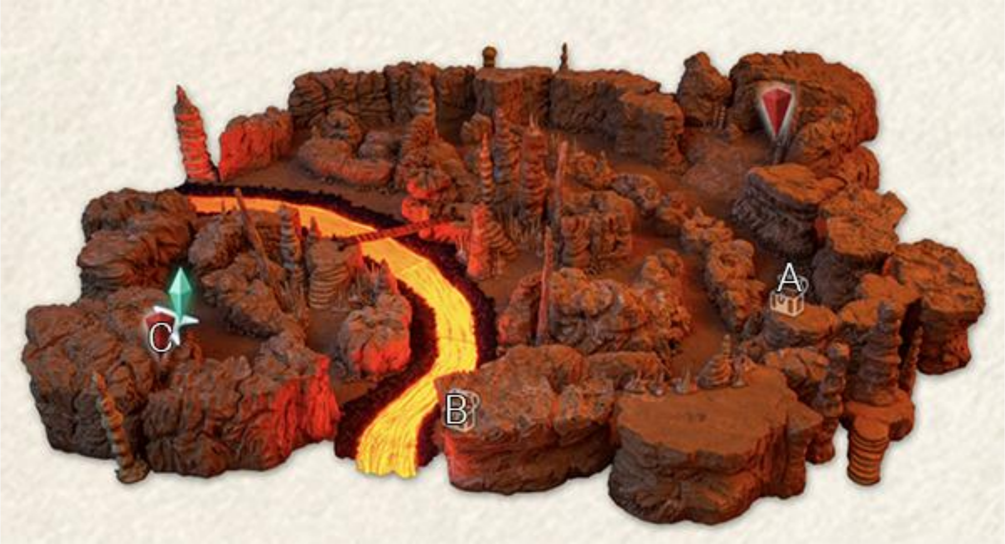


Return to the split near the rope bridge and now follow the bottom path. Go ahead and save your game and heal up. Before heading inside the cave follow the path to the end to find another chest, this one with **Order Motes**.



Return and enter the cave, the **Volcanic Cavern**.

Volcanic Cavern

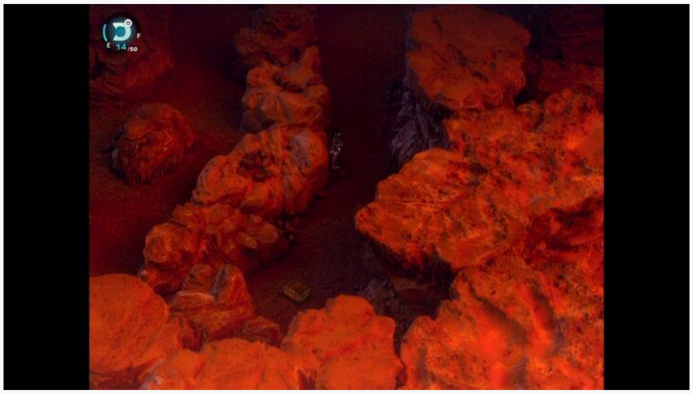


My lv.	45

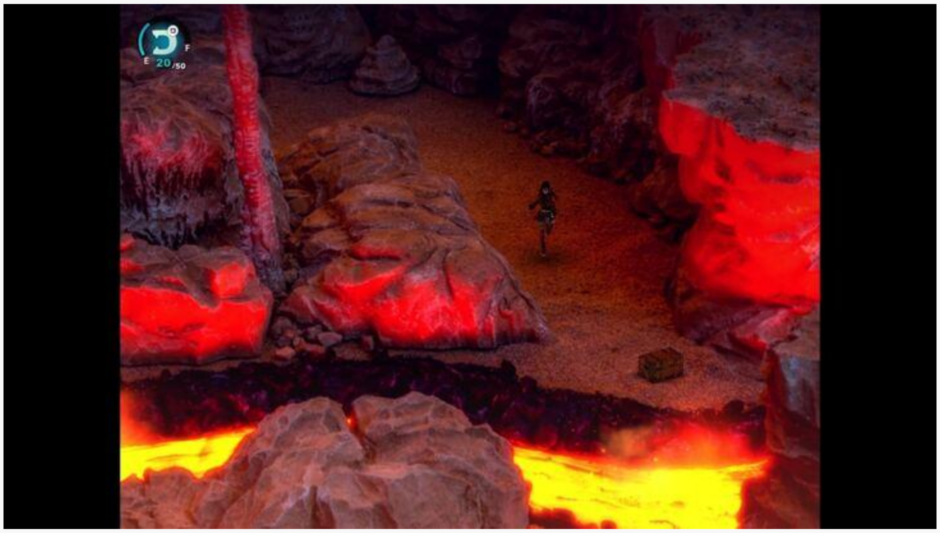
ENEMIES		
NAME	HP	WEAKNESSESS
Fire Orblus	4800	Ice
Goblin Guard	4720	None
Geo Lava	9600	Ice
Fire Slime	3580	Ice
Megaton Bomb	3580	Ice

As soon as we enter and are introduced to the area we'll trigger a little scene and then we'll have to fight another set fight with Tan. It's exactly the same as the previous fight. After taking them out we'll have another very long scene with more of Tan's backstory.

Once you regain control, head south first to find a chest with **Garnet L**.



Head north now following the path and you'll eventually reach a lava river. Continue following the path from here and you'll reach a split. Follow the right path first and you'll eventually reach a chest with **Secret Arts Scroll**. This is an item that unlocks a gate in Leo's Growth Map.



Return to the previous split and follow the left path now. Go up the stairs and follow this path across the river until you hit the save point. Go ahead and save your game, heal up, and read down below because we have a strong boss coming up.

Proceed inside the next area and we'll have yet another scene with Tan, as well as another fight exactly the same as the previous ones. Many more backstory scenes of Tan will play right after. Gotta say, this guy has A LOT more backstory than I thought he would. I love his story and why he can use these spirit animals. Pretty cool.

Once you regain control move ahead to trigger a scene with Tan, then our boss fight!

ADOLFO & BLUE

NAME	HP	🗡	🛡
Adolfo	60000	440	282
Blue	50000	309	293

That Divine Artifact's responding to you, Tan.

Ok, this fight is tough! And it's like that mostly because we HAVE to use Tan. Yes, we HAVE to use a character we haven't used in probably a couple dozen hours. The quest has a recommended lv. of 39 and I'm still struggling at lv.45.

Anyways, this fight starts around us not wanting to fight/hit Adolfo. Of course this is because he's Galf's father, but it's the only way for us to do this.

Let me start by listing their attacks. Blue can use **Slow** on the entire party, which is a very annoying thing to do right off the bat. Another move is **Guard Down**, which of course lowers the DEF of the entire party, while **Attack Down** lowers ATK. Not cool man.

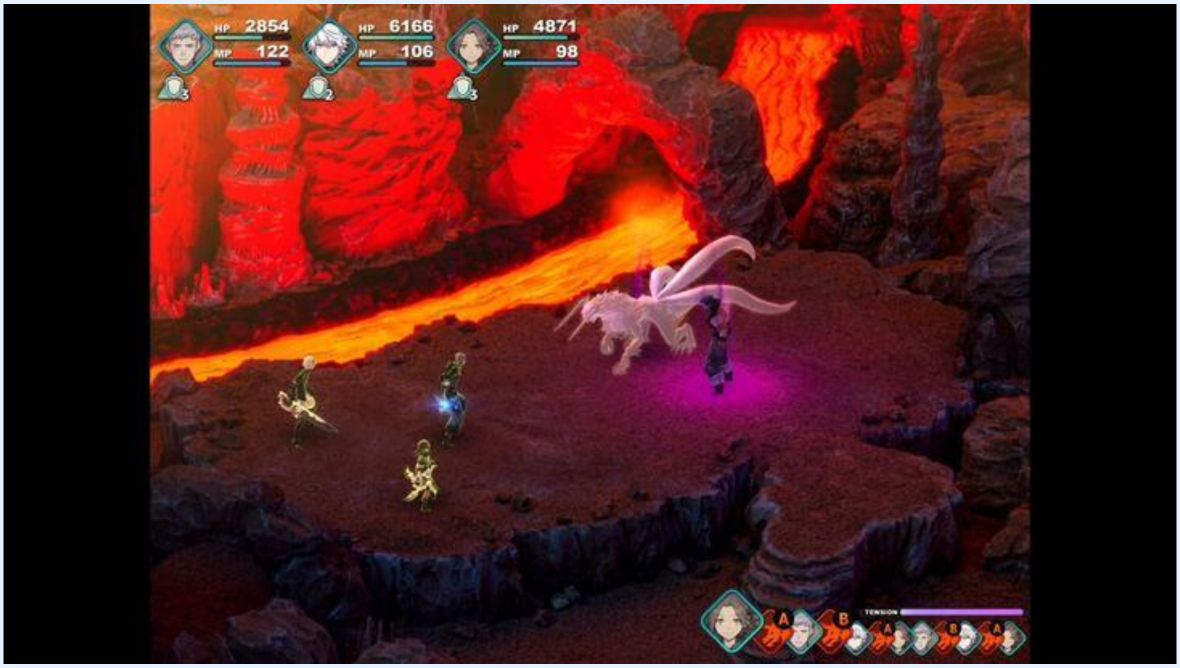
As for Adolfo, he's the real boss in this fight. He has an attack similar to the one Tan uses with Galf that hits one party member for around 2000 dmg. He also has an attack called **Adolfo Impact**, a move that hits all party members for around 2500 dmg. Yes, this attack hits HARD so make sure to heal right after.

During the beginning of the fight, Blue will be guarding at all times, making your attacks pretty useless. This is all the incentive we need to take on Adolfo, despite Tan begging us not to attack him. Focus all your attacks on Adolfo and try lowering his ATK as well.

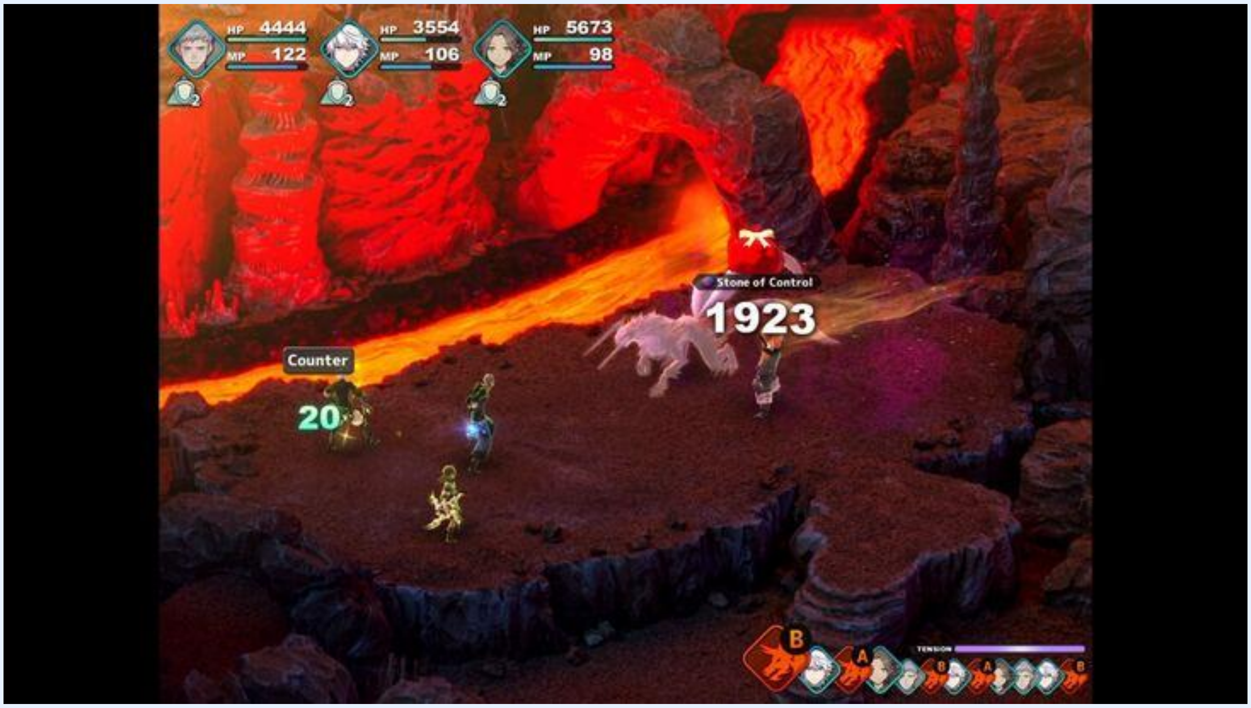
Blue will be mostly focused on lowering your stats and casting slow (and guarding all the time). A pretty annoying enemy. Adolfo will be attacking you nonstop. His attacks are brutal (especially the party wide attacks so be extremely careful and heal right after.

After you deal enough damage to Adolfo, Blue will make him go berserk. You want to be extra warry here in make sure to have ATK down on him and DEF up on your party (even Barrier is good). This is because if you don't have them Adolfo's Adolfo Impact will go from doing around 2500 dmg. to 3500 dmg. That's a lot of damage and he'll be doing it nonstop.

That being said, Blue will no longer be guarding, giving you the chance to finally attack him. He will also stop getting turns since he has to keep Adolfo in check. Well, you HAVE to attack him now because you'll basically deal no damage to Adolfo. Focus on Blue for now while you keep yourself healed to full until he drinks a **Mystery Potion**. This gives him a purple aura around him.



Right after that he'll use Energize, a move that grants him ATK up and attacks one of your party members right away for around 2500 dmg. Right after this you'll want to have Leo steal from Blue. You want to steal the **Stone of Control** from him.



This will incapacitate Adolfo, leaving only Blue to deal with.

Personally, I brought both Leo and Ez. Ez is great keeping up with Blue's debuffs while at the same time he can heal you up. Leo is fantastic, especially if you have Samidare +2. On the other hand, you can probably swap him out for Valrika and use Arrow Rain to deal some serious damage. The most important thing you want to do is to keep your HP up and Adolfo's ATK down. This will help you minimize the threat big time.

The fight is not as bad as I may make it seem, but Adolfo does hit really hard so prepare to heal every single turn.

After the fight we'll have even more scenes and backstory for Tan. He will also get his Divine Artifact. Nice! We'll teleport back to Valrika's Laboratory and during the scene he'll tell us he wants to visit the "Nameless Island". You've probably seen it by now but there was nothing for us there before. We need Tan to proceed deeper.

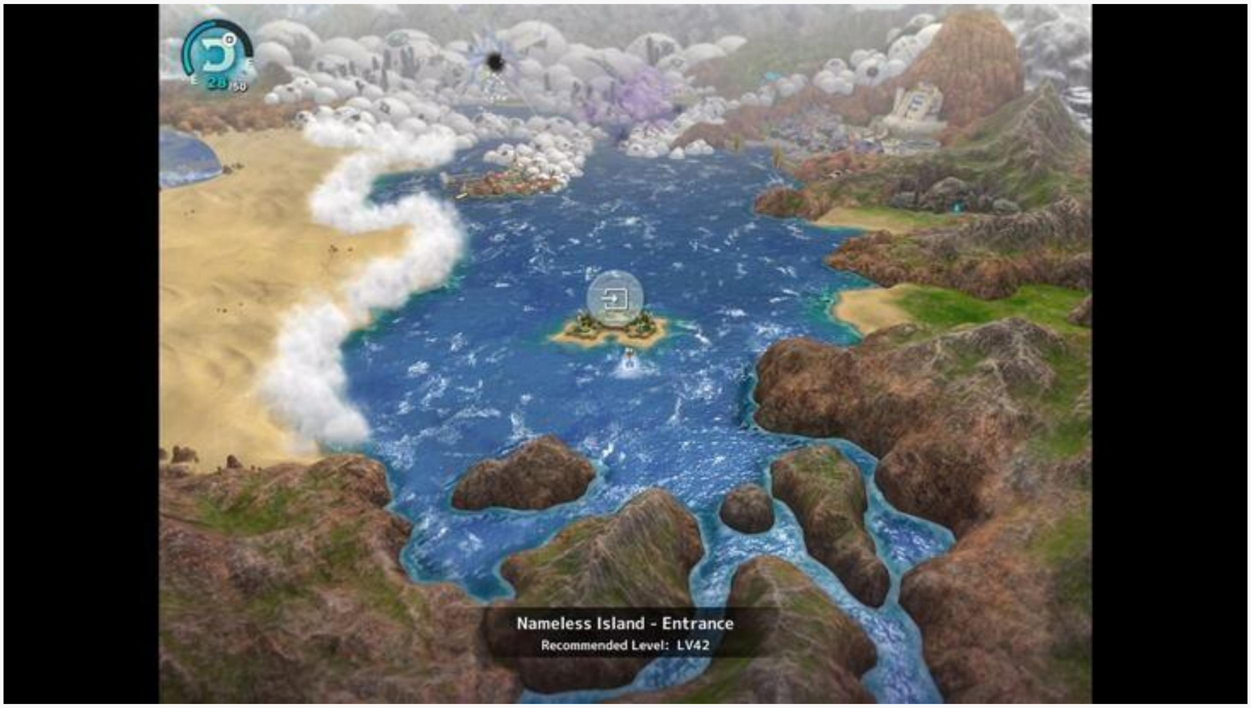
This will bring the "Tan, the Solitary" to an end and we'll also start **"Tan's Past"**, which is another main quest. It's a lv.42 recommended so we might as well get on to it. I'll see you in the next page for info on how to get there and whatnot. See y'all there!

Nameless Island

My lv.	45

ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Garlamash	7350	Fire
Killer Prominera	2410	Fire
Kirin	4850	Earth
Wing Burst	7330	None

To get to the Nameless Island, warp to the Uzra and start piloting it. Your objective is the large island just south of Vence.

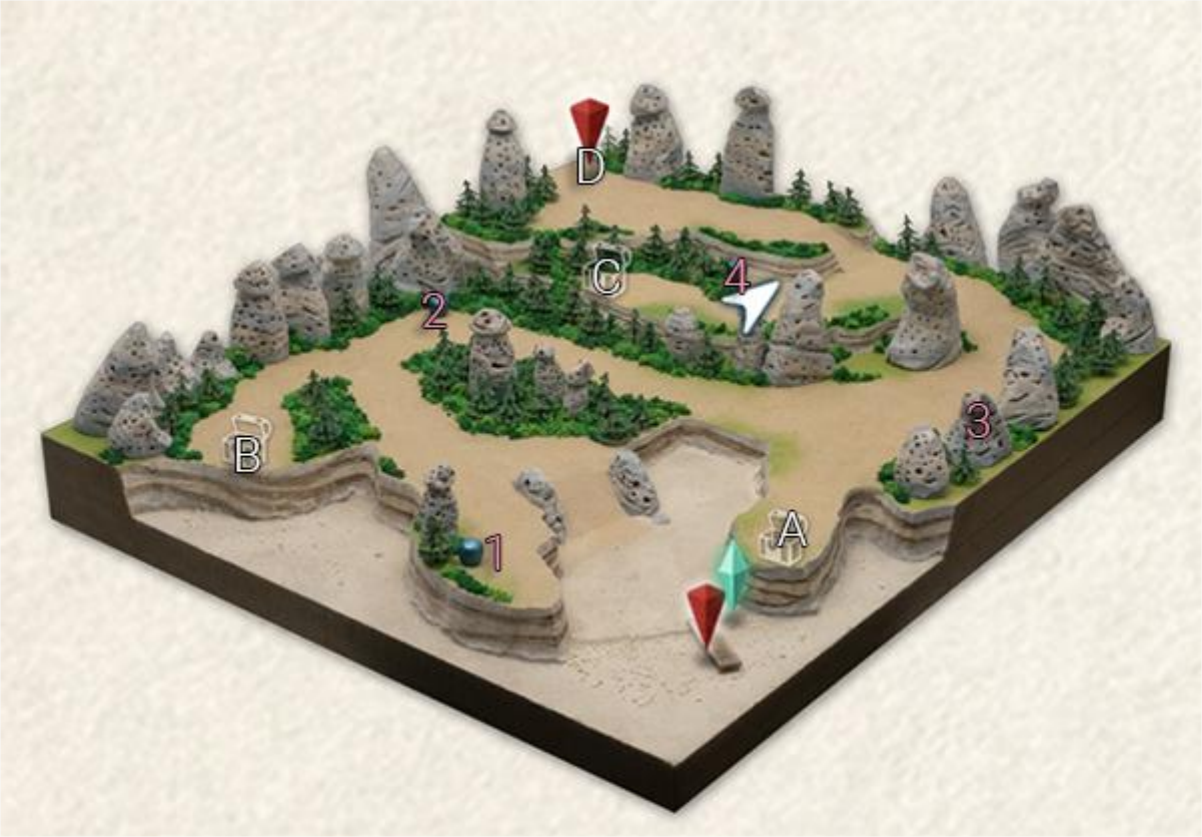


Watch the scene as you enter. Make sure to equip Tan with your best weapon/armor you have (we've picked up a couple of weapons for him already) and make sure to equip the Unfamiliar Stone so he can get a ton more EXP and bring him up to speed with the rest of the party.

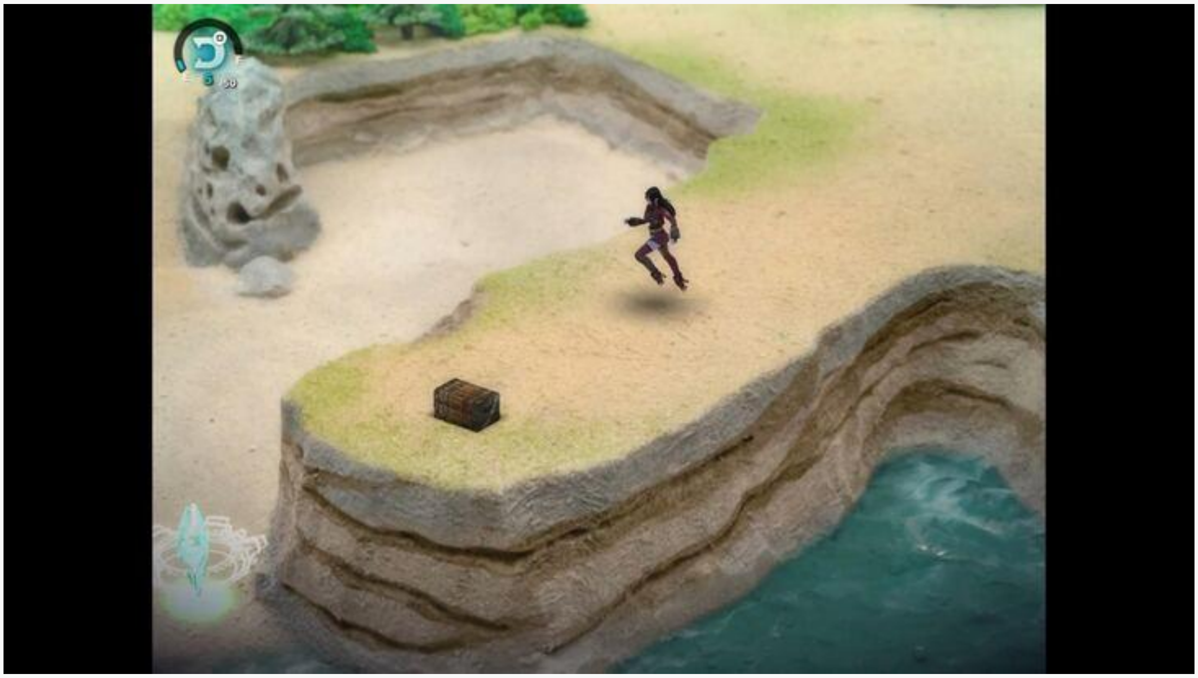
Go ahead and save your game here, then go up the slope to trigger another scene. We're shown that the gimmick of this island is the fog. Tan points out the green sphere. Approach it to have the scenes continue. As you examine it parts of the fog will disappear, allowing you to go through. Not only that though, if there are places with no fog, there can be fog appearing there as well.

That being said, the first part of fog will disappear. Head on through and you'll see there's fog on the left with a chest behind it. Ignore it for a bit and head right to find another green sphere.

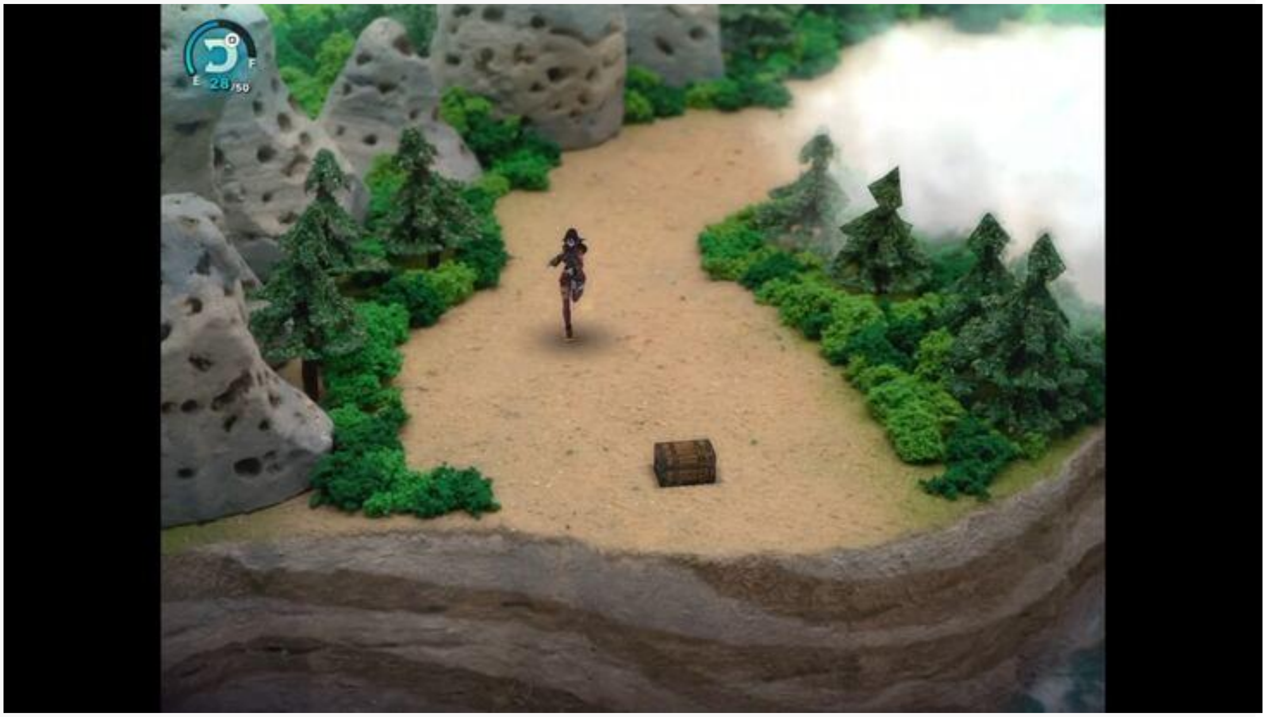
This disipates more parts of the fog. Continue heading through and a lot more of Tan's backstory will play out.



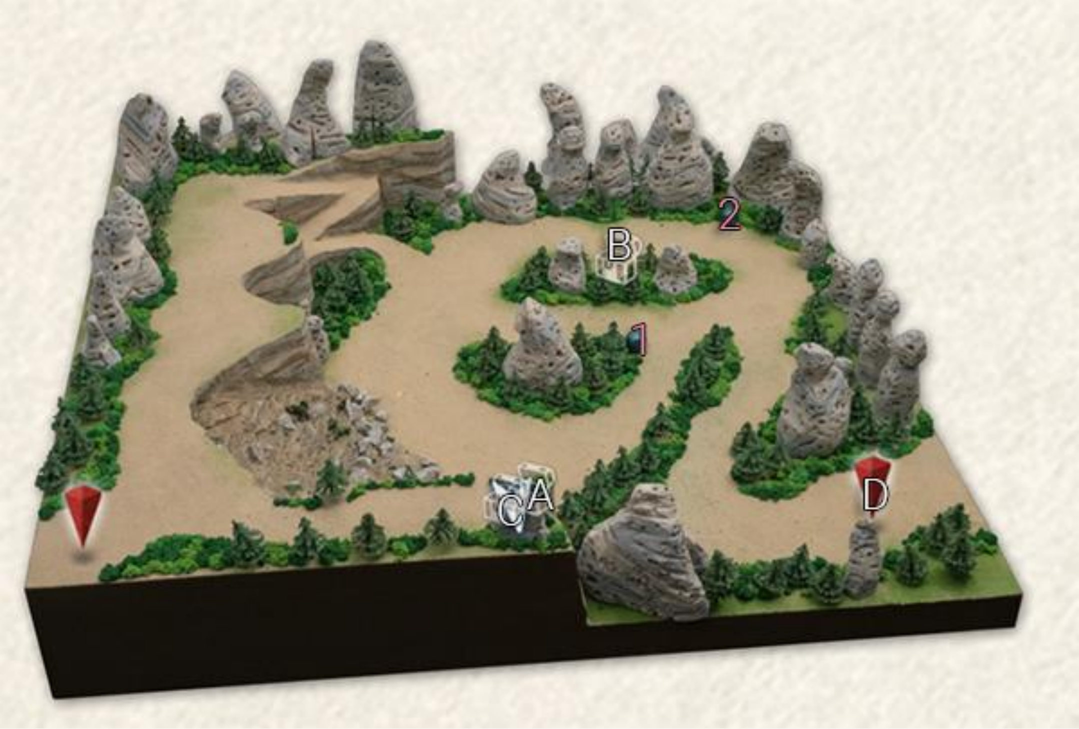
When you regain control, touch the green sphere to remove the fog above you. This in turn will bring up the fog on the path from whence you came. Head down now to find a chest with **Whetstone**.



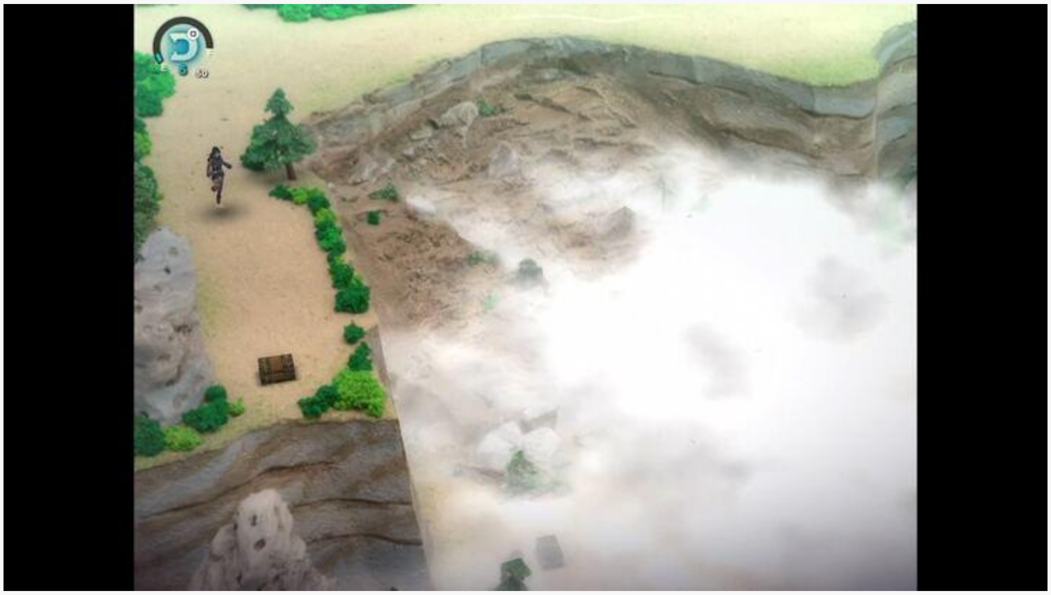
Head up from the sphere now and you'll see 2 more paths. The path on the right is to get to the next area, but let's get a chest first. Tough the green sphere on the left path and this removes the fog near the beginning. Once you do this return and touch the previous sphere. This clears the path back to the chest near the start with **Crush Edge**, a weapon for Ez.



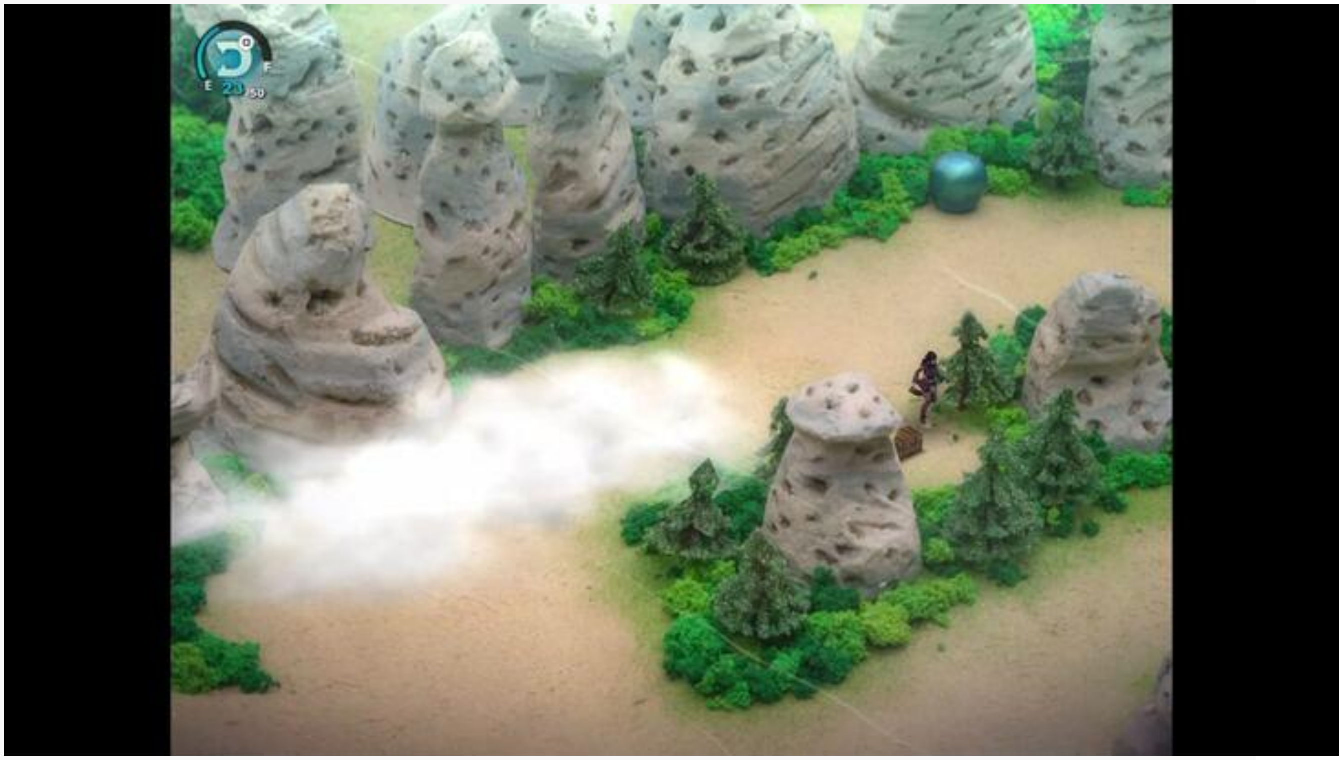
Return to the previous 2 spheres and move into the next area (ignore the chest near the exit). We still can't get it.



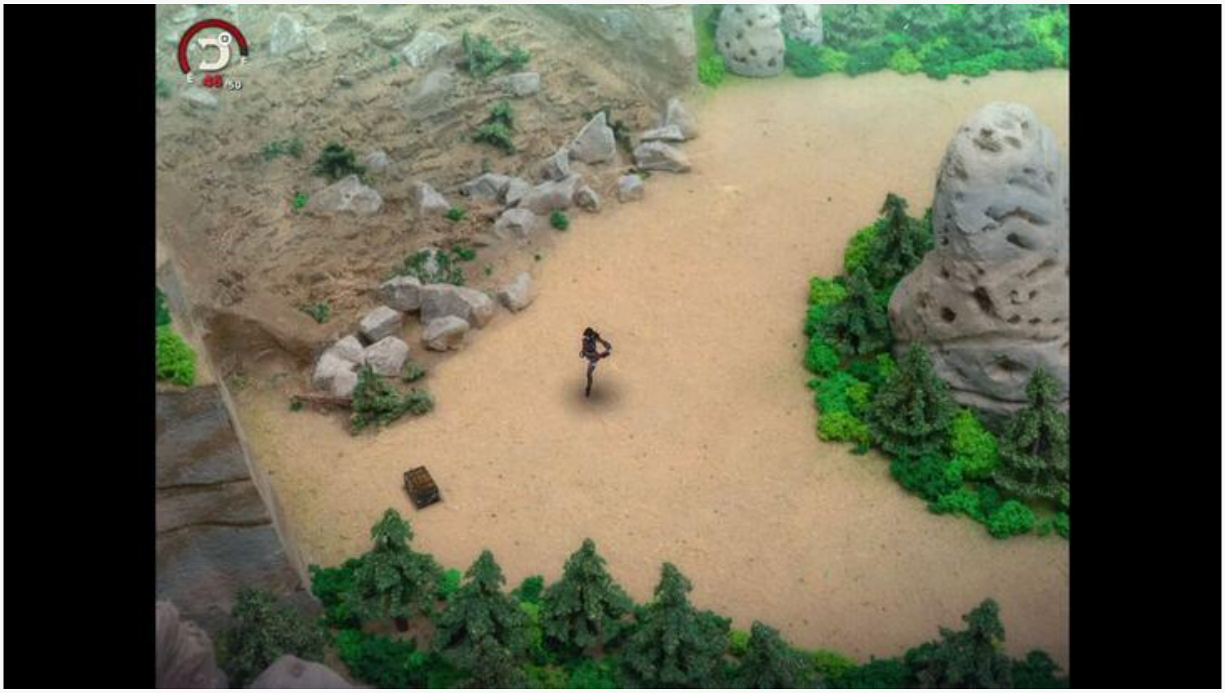
We are in the center of the island now. A scene will play as we move here where we get more Tan backstory. I am loving this. Head right once you regain control and you'll find a little chest with **Order Motes**.



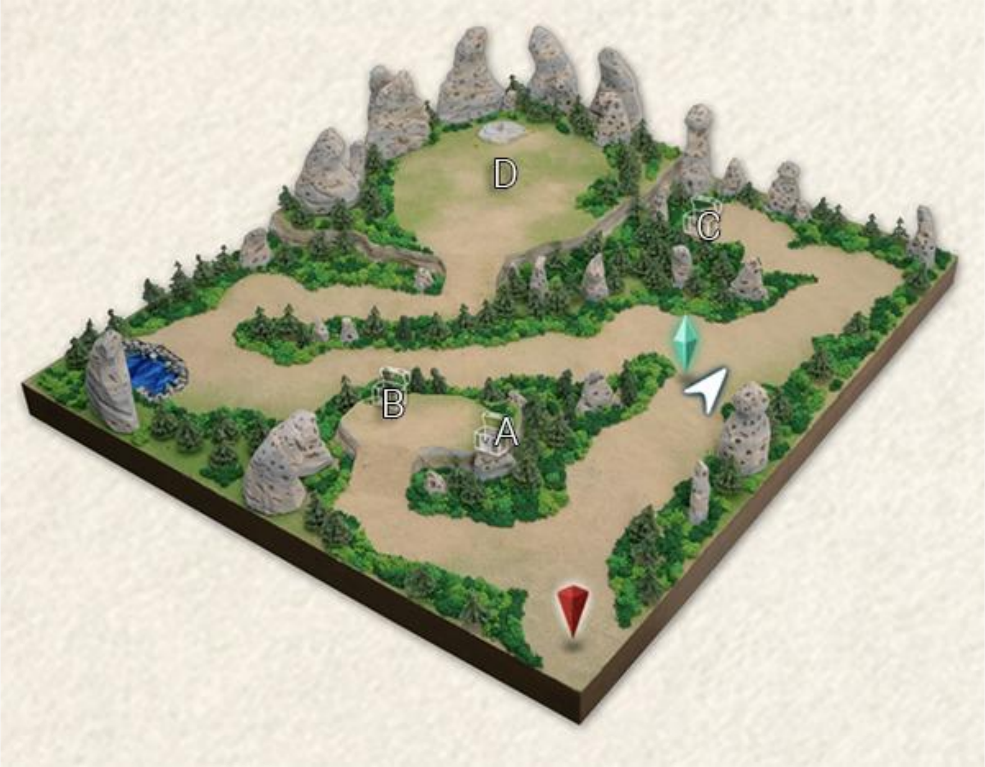
Head north now and down the curvy slope. At the bottom open up your map and you'll see that we're in an 8-shaped area. There are 2 green spheres, one on the upper right and one in the center. There are a couple of chests to get here so do the following: go right through the middle path and touch the green sphere. This allows you to get to the upper path following the right side where you'll be able to find a chest in front of the green sphere that has **Evil Negotiation 101**, an item that unlock's a gate in Ez's Growth Map.



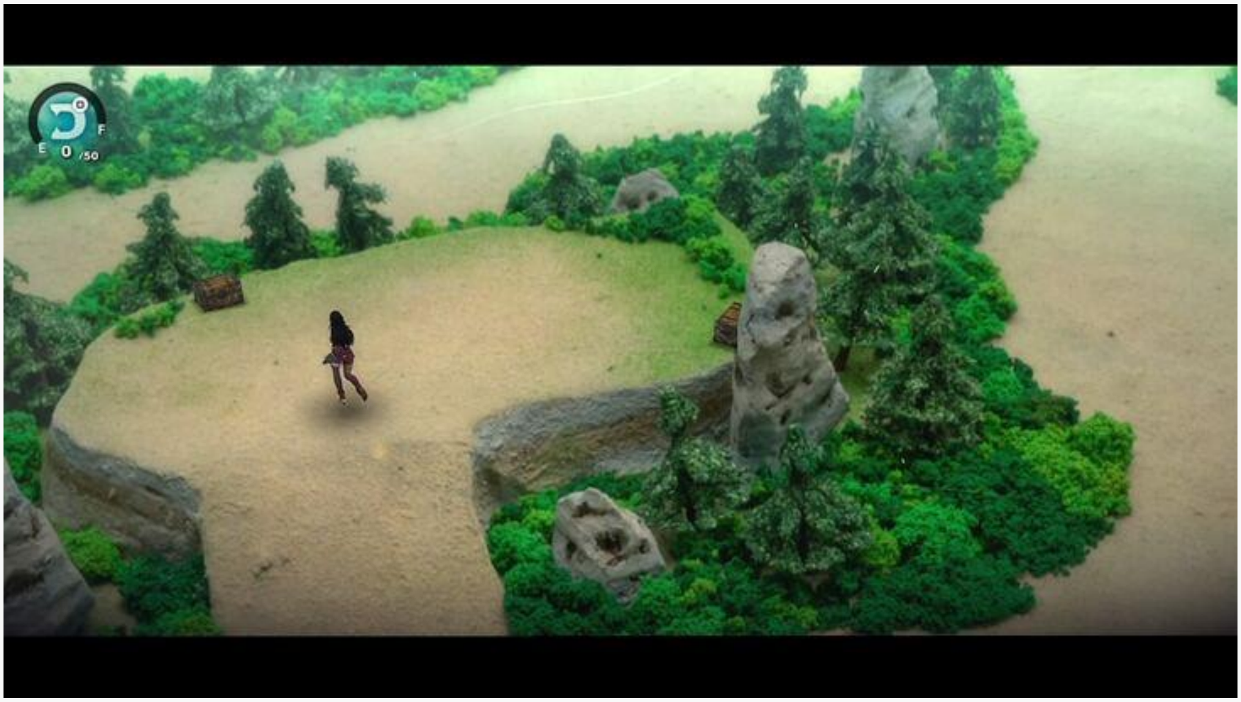
Ignore the top sphere and go touch the middle sphere once again. This will let you go around and touch the top sphere. Do so and you'll be able to get to the bottom left of the side of the 8-shaped area. This gets you a chest with **Amber L**.



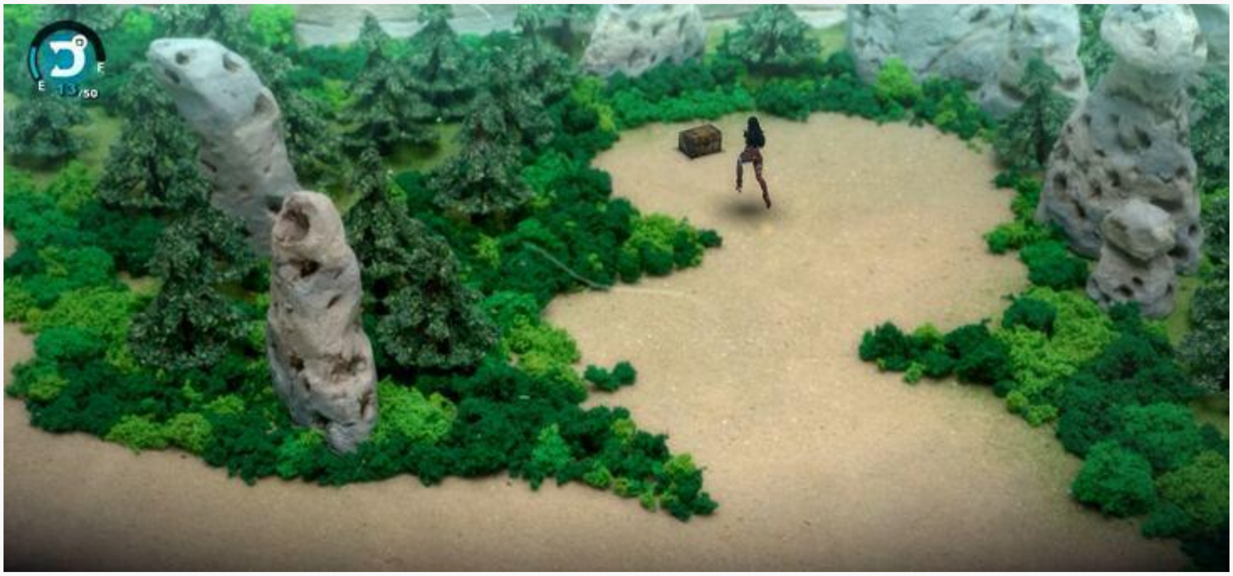
Now simply go back to the top path and go around and head on to the right where we'll get to the next area.



We are now in the depths of the nameless island. This is the final area so get ready. Right from the get go take the left path to reach a little clearing that has a pair of chests with **Whetstone x2** and **Smoky Quartz** in them.



Return and follow the northern path now, taking you to a save point. Before you save and prepare, head northeast to the corner to find a little area that has a chest with **Order Motes x2**.



Return now to the save point, heal up, save your game, and start moving down the other path. A scene with Tan will play where he thanks you for helping him out. A little more backstory will play where you see what happens and how Blue managed to get Adolfo. I honestly feel so bad for Tan and Carmina.

Once the scenes are over, you may wanna go back and save your game cus the next fight is tough! Anyway, proceed deeper into the area to find a large clearing. Approach the beck where a stone pedestal is and you'll trigger a little scene, and then the boss fight!

RUDY

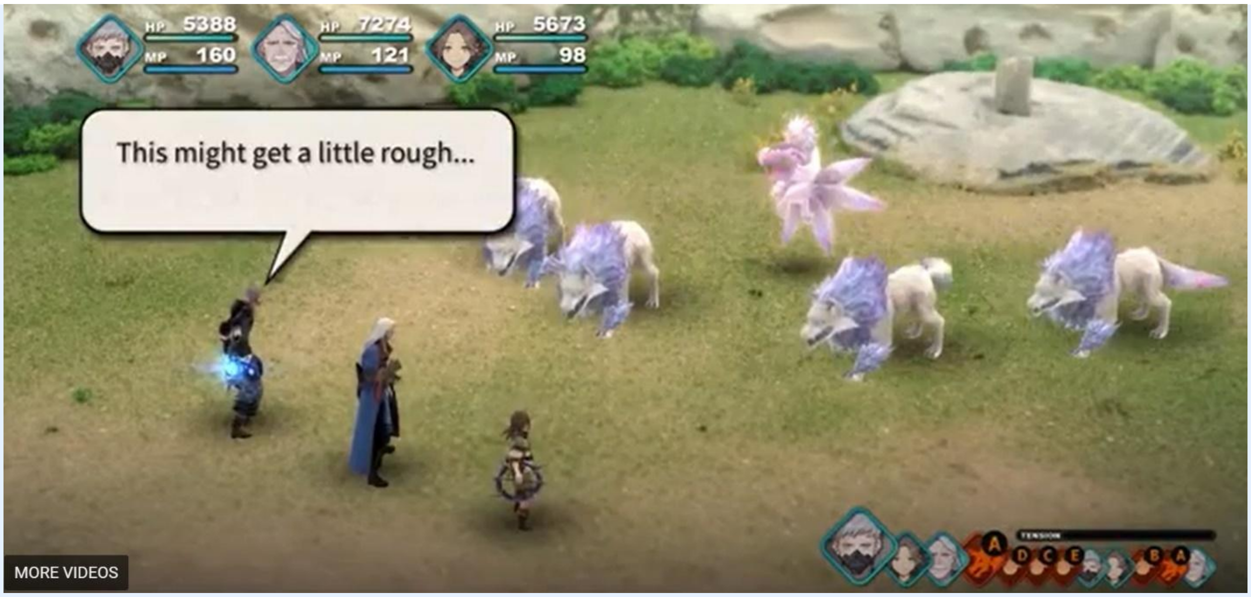
NAME	HP	🗡	🛡
Another Wolzas	4900	261	294
Rudy	60000	534	309

Rudy! Is it really you?!

I'm not going to lie, this is probably the boss that gave me the toughest time. I've never been defeated so many times in this game before until now. I even rage quit a couple of times! Let me help you and give you all the pointers I can for this fight!

First of all, just like with the previous fight against Blue, we HAVE to use Tan for this fight, whether you like it or not. The difference now is that you've had him for at least a dungeon and if you had him in your party then you should know (kinda) how he works. You can even goof around his Growth Tree so that's a plus!

Anyway, we have to take care of Rudy, but she's not alone. We also have a plethora of Wolzas coming to help her out. The fight starts with 4 of these guys, but Rudy will continue to call them. That's not it, however. These Wolzas can also call more of their own, many times having up to 8-9 of them on screen. Yeah, it's not pretty. Although they keep coming back, you can to take care of as many of them as you can to keep the damage intake low.



So let me start with their attacks. For Rudy, her first move is "Preparing to Strike". Although not an attack, she orders the Wolzas to prepare to attack. This is bad because they will all attack the same person. Once Rudy's next turn comes up she'll attack the selected character for around 1800 dmg,and immediately after all the Wolzas will also attack that one character. It sounds like a Zinikr's thing, right? Provoke? Sadly, this doesn't really work all that well because you want to kill these Wolzas ASAP. Ez's Vacuum ability works much better against them.

She can also counter your attacks, not with a physical attack, but with a move that lowers your ATK and DEF. She has a very powerful attack called **Rudy Strike** that'll kill any of your characters in one hit. Yes, no way to avoid this. It deals around 12,000 dmg. to one character. My Zinikr was able to survive this attack by taunting/defending, having DEF up and a barrier. This was a one-time thing so don't expect this to happen. Before this attack, however, Rudy'll use **Charge**, wasting a turn and showing you that she's going to do this attack.

Another attack of hers that's really annoying is **Poison Spores**, which poisons the entire party. It doesn't do damage immediately, but that damage over time is annoying. The one thing that she has that makes this fight go from a regular fight to an incredibly hard and annoying fight is her move **Barrier**. This gives every enemy on the screen (at the moment of using the move) a barrier that takes a whopping 20 hits to destroy. Yes, **TWENTY**. For this you want to use your attacks that hit a ton, like Valrika's Arrow Rain or Leo's Samidare. Another thing is that you **CANNOT** provoke them with Zinikr, making Ez infinitely better.

So, how to take care of this boss? Well, for one we'll want to have Tan use Energize to increase the party's ATK. You'll also want to spam Adolfo Impact EX and try to take out the Wolzas in one hit. That's pretty much all you want to do with Tan. You can use First Aid if you want/need to.

Another character that I feel that it's a must in this fight is Ez. The reason for this is that you want to use his Vacuum skill that brings all the enemies together. Grouping them up like that allows you easily take care of them using Tan's Adolfo Impact EX (like I mentioned above). Ez can also help out with increasing your ATK and DEF, putting Quick on your characters. You know, the usual Ez stuff. He prolly won't even attack, but all the buffs and healing he's going to give out is more than enough!

Another character I HIGHLY recommend you bring is Valrika. Her Arrow Rain is insanely powerful and can help you kill the Wolzas quicker. Her range is also insane so any Wolzas stragglers that don't get sucked by Ez's vacuum can be taken care of this. She can also lower ATK so that makes her great.

Sadly I don't recommend any of the other characters. The reason is because of the barrier Rudy puts up to protect all enemies. Like I said above, this is the reason why you want to take out as many Wolzas as you possibly can. The less there are the less of them will have the barrier, and if they continue calling Wolzas, the new ones coming in won't have the barrier, allowing you to kill them.

Continuing the talk from above, you want to bring party members that can hit several times to get rid of that barrier these guys have.

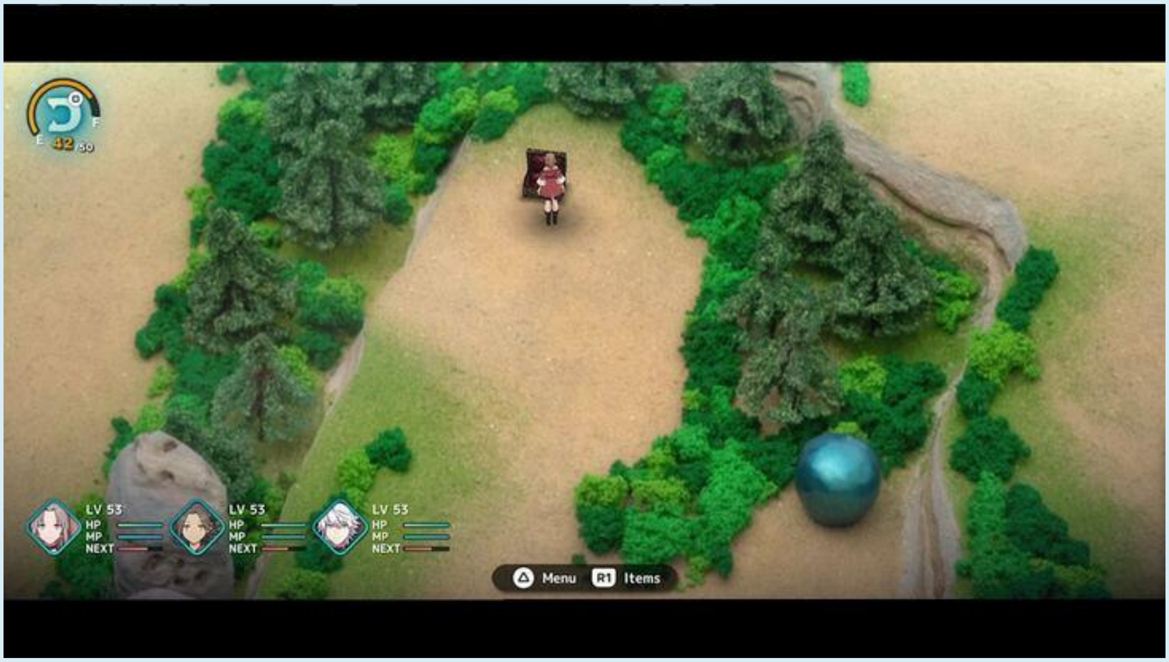
ANd that's literally all the fight. Again, there's not much to it, but the secret is to kill as many Wolzas as you can, as fast as you can before Rudy pops the barrier. If you manage to do that and maybe have only 1-2 Wolzas with barrier then you'll be golden. So my recommended team would be Tan, Valrika, and Ez.

As a reward for the fight you'll get **Rudy's Gem**, which allows you to use Rudy in battle, alongside Galf and Adolfo. Nice!

There will be several cutscenes here (nice ones!) and Tan will get an upgrade to his Divine Artifact, giving him **Quick Change 2**. Nice! The path in his growth map also opens up. Continue watching the scene and you'll eventually regain control. The main quest **Tan's Past** is also over.

And with that, we're done here, kinda. Read the note below for the chest we skipped.

NOTE: thanks to my friend Emily for this. To get the chest we skipped in the first area (entrance) you want to warp away from here to reset the fog, then warp back to the entrance. Move and touch the first 2 green orbs to disperse the fog, but after you've touched the first 2 you want to warp to the "Grave" area and run back to the entrance to find it possible to grab the chest. Very clever!

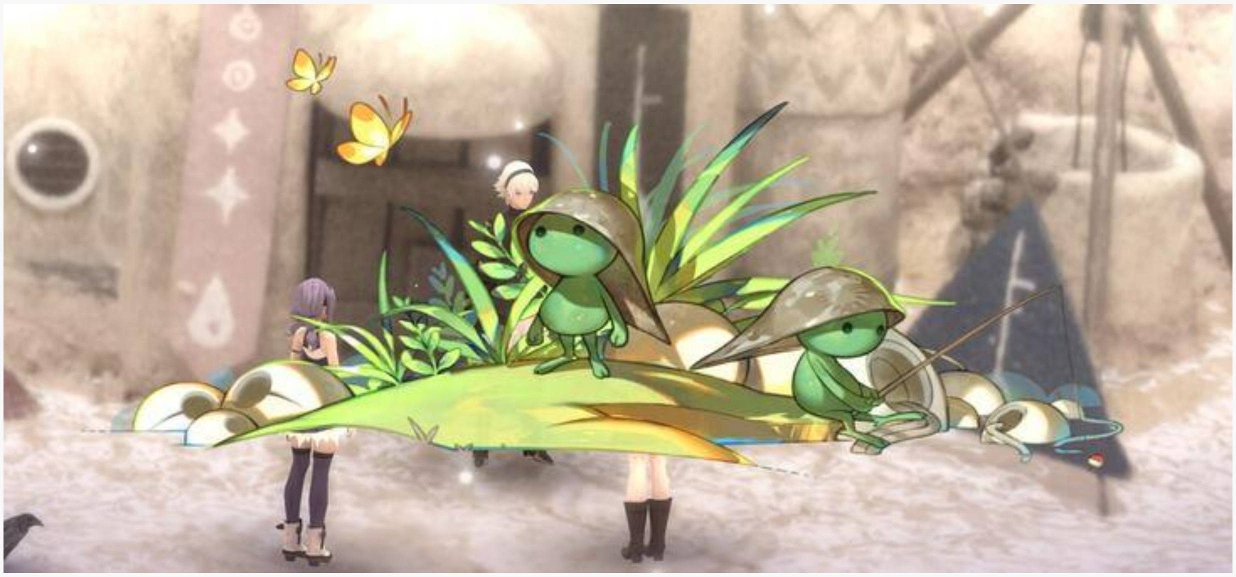


We are now going to go do **Kina and Owen**. We got this main quest a long time ago so it's kind of time we finally got to it. Continue to the next page for more info on how to start.

Kina's Story

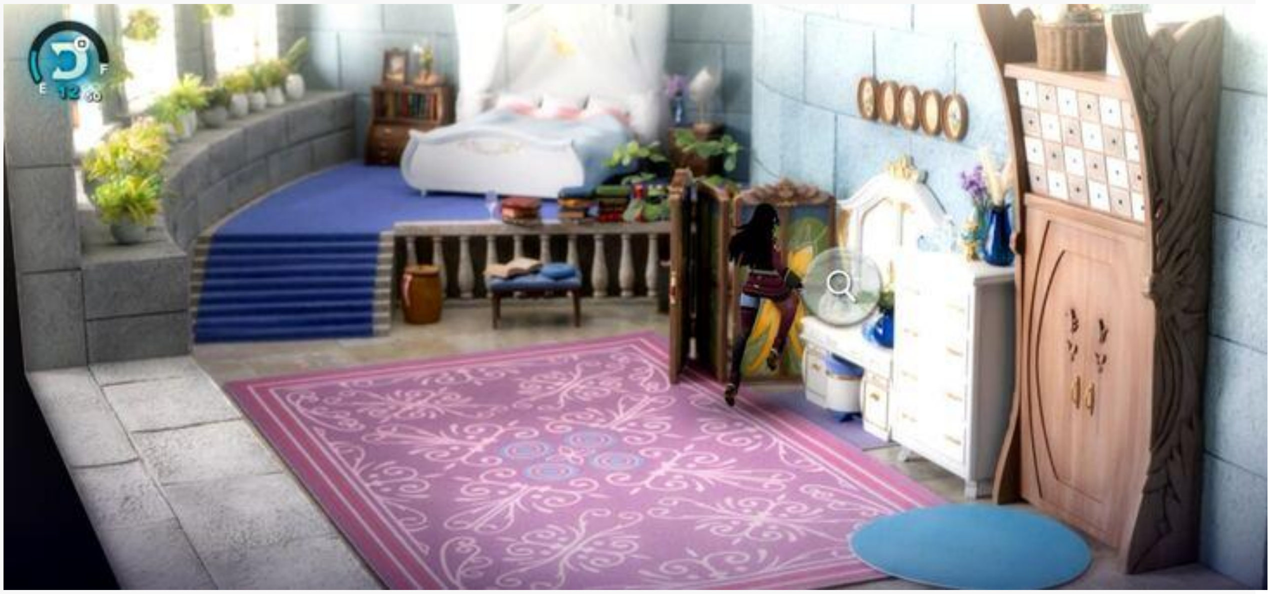
Time to go through with Kina's story! To start this you want to warp to En's Old District - Owen's Shop. As we arrive we'll have a little scene play. It seems Kina's anxious about telling Owen what happened and her being of royal blood.

Kina comes up with the idea to go to the Southern Forest and talk to the Ribbidons. We've never encountered them before so I wonder what they look like... until the game shows us!



They remind me a lot of the Kappas from Nioh!

Anyway, near the end of the scene we'll talk about going to Cheryl's room in Vibra. We can do that! Go ahead and warp to Vibra's "Cheryl's Bedchamber" and in here there's not much to do. You can examine poor Cheryl's stuff if you want, but what you really want is to examine the white makeup station she has next to her dresser.



This triggers a little scene and we'll get the **Old Recording Device**.

Once ready, warp to Southern Forest's "Kina's Old House".

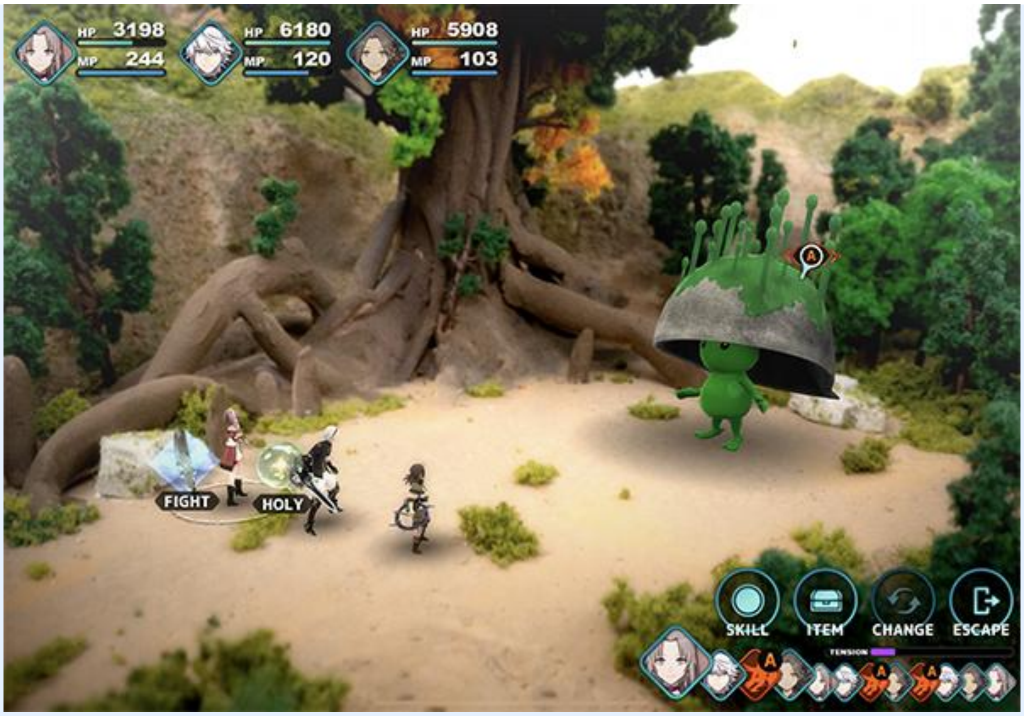
Once you arrive you want to exit the area through the eastern exit, which is really close. From here you simply want to follow the path until the very end. We've been here already so there's no need to go through it again (we even came back for the sidequest). For now, run through the Southern Forest until you reach the last area. You'll know you're there because you have to run across some large tree roots and you'll get to a save point.

Once at the save point, go ahead and heal up. No need to save yet. Go up to the clearing up above and a scene will play. HEY! It's the Ribbidons Kina was talking about! They sound like frogs haha. Anyway, when you regain control feel free to talk to them. You'll eventually have to fight them, 7 of them. They are extremely simple and have very little HP. The one thing they have is that they resist every single element, making them a pain to deal with. Only regular physical attacks will work on them, so too will non-elemental attacks (like Tan's).

After you're done fighting these little guys a gigantic one will appear. Yeah, creepy. Before you talk to him, go ahead and now go save your game, heal up, and prepare yourself. Read the strat below before you actually start. Once ready, simply talk to the big guy to start the fight!

RIBBIDON REX

NAME	HP	🗡	🛡
Ribbidon Rex	100000	504	317



Ok, welcome to the weirdest and most unique fight we've had thus far. This is a boss fight where you basically gets to decide how the fight goes. You get to chose which attacks he uses, which buffs and status ailments happen, etc.

Right from the get go, he'll ask you a question: "**What is the best weapon against a formidable foe, ribbit?**". You have "BURNING passion" and "Being as cool as ICE" for answers. This lets you choose whether he uses a fire or ice attack. It should be the same pretty much, unless you have a jewel to reduce the elemental damage. Note that this is a 2 stage attack. First will be a spell that hits only one character for a ton of damage, then in his next turn you'll have a spell that hits all party members for less damage.

He has another elemental attack that makes you decide between a lightning attack (Divine Judgment) and earth (Earthly Rage). This is the same as the previous attack, which first hits one character for a lot, then hits all the party for less.

And yes, this is how the entire fight is going to go, and it's going to be up to you how this goes. He does have one attack called **Slap Combo** where he slaps one character like 10 times, each attack hitting for 350-450. That's a lot of damage! Another attack is Headbutt, which hits all the party for around 3000 dmg.

He has another question where he asks you what's better, offense or defense. Picking offense will increase his ATK and lower your DEF; picking defense will raise his DEF and lower your ATK. He has also some questions about status ailments. Of course he gives you the option to pick your poison. One question makes you decide in between Sleep and Seal (Silence). This hits one character for around 3000 dmg. and inflicts the status ailment. He does this attack twice.

Talking about status ailments, he asks another question about inflicting Mist (Haze that blinds enemies) and Poison (Miasma that slowly drains life). One last question about status ailments, he offers either "Mist and Curse" or "Poison and Seal". I recommend you equip your 3 characters with two jewels that prevent 2 of these status ailments. Since I didn't have any Poison jewels I equipped jewels to protect against mist and curse.

Lastly, he asks about strength alone, or his bond with others. Choosing a bond with others will bring some of the small guys we fought earlier. This is great because we can pretty much one-hit these guys.

He has a couple of questions that help you out: one of them asks about **an acorn** or **a rock**. I honestly don't know what a rock does, but the acorn gives your party regen. How nice of him! Do note that if you have a barrier on then you won't be able to get the regen. You literally need to get hit for this. He also asks if you wanna take a break. Tell him yes and you all (you AND the boss) will heal for a little over 5000. This is great if you're low on HP.

The one question you want to be careful of is about him getting sleepy. He asks you wanna take a breather. Say NO! here. If you pick no then he'll heal himself for 5000 HP. If you pick yes, however, he'll hit one character and sleep them, but then heal them for 5000 HP. Unless you have a jewel to prevent sleep, I recommend you say no to this.

This is all he does for the first phase of the fight. Once you "defeat" him, he'll come back with anywhere between 10000 HP and 15000 HP. Here he brings some of the smaller Ribbidons and he'll also have rocks floating around him, forcing you to time your attacks. Not only that, however, his attacks are extremely powerful.

This attack is called **Dreadnought** and he throws... a gigantic ship in the air and it falls on you. This thing hits like a truck (or ship?) for over 4500 dmg. to all. If that wasn't bad enough it also inflicts slow on your party, delaying their turns immediately and having him have another go. He'll also continue using his other attacks like Headbutt and Slap Combo.

HP 2817
MP 161
HP 3382
MP 218
HP 1697
MP 95
TENSION

That's all that this boss does. Let's go over what we can do to get through this fight with ease... kinda.

You need to have Kina in this fight, which is a great thing since she's an amazing healer. She's pretty similar to Prickle so if you've them to heal then Kina is going to be pretty similar-feeling. Besides her, use your 2 most powerful attackers. In my case it's both Valrika and Leo.

There's one character we want to build before coming into the fight, and that's Tan. We're not going to use him during the fight until the second phase. **He's EXTREMELY important so make sure to do the following for him**: you want to have him learn his Tension Skill **Jetstream**. Since we've already went through Tan's story, make sure to also learn **Jetstream+** to have it deal more damage. This is **VERY** important! That's literally all you need. If you can, equip Tan with a Ruby L to increase his attack, as well as equip his strongest weapon.

With that Tan note above out of the way, we'll need him for the second phase. We want to one shot the boss because he becomes so powerful it's almost impossible to survive his attacks. That being said, bring Tan in during the fight and have him use Energize to increase ATK, then switch him out. This is to further increase his attack, and since he's off the field, the ATK UP turns will stay until he comes back.

That's it for Tan. For equipment, your most powerful stuff is always great, but like I said above, you'll want to equip your 3 main characters with jewels that prevent status ailments. For me I equipped a Phantom and Smoky Quartz on each of them to prevent Curse and Mist. You'll still have to deal with some status ailments, but I feel these are the worst. You could also switch any of them for a Moss Quartz to prevent Seal, but that's up to you.

For that second phase I noted above, bring out Tan and immediately use your Tension Skill. This can one-hit the boss, but if it doesn't then use Valrika's Arrow Rain or Leo's Samidare to help with the damage (whoever you didn't switch out). I honestly don't know of any other way to do this besides using Tan's Tension Skill, so if you have any tips be sure to leave them down below for the other readers!

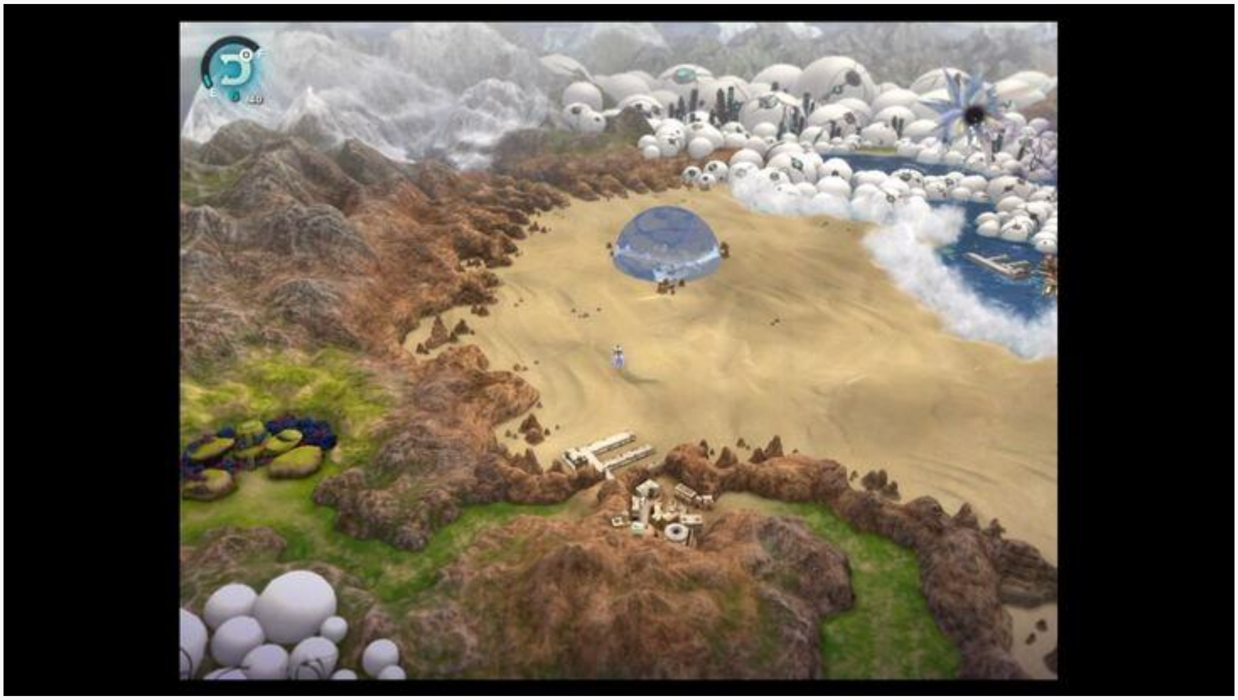
Watch the little scene after the fight and it seems that Kina has found her answer. Nice. Go ahead and save your game. Heal up while you're at it.

Luxury Cruiser, Uzra

My lv.	44

ENEMIES		
NAME	HP	WEAKNESSESS
Demi Sandphin	2450	Dark
Megaton Bomb	3640	Ice
Dark Slime	3640	Light
Holy Slime	3640	Dark
Lightning Wing	3670	Earth
Blizzard Knight	4900	Fire
Rock Rush	7440	Light

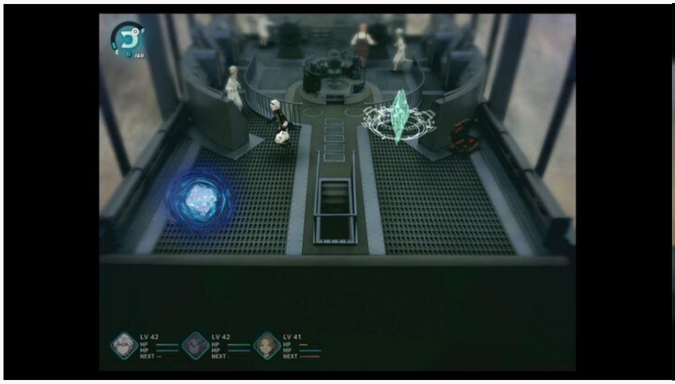
Now go ahead and board your Uzra. As you move around the world map you'll most likely spot this blue bubble north of En, in the middle of the desert.

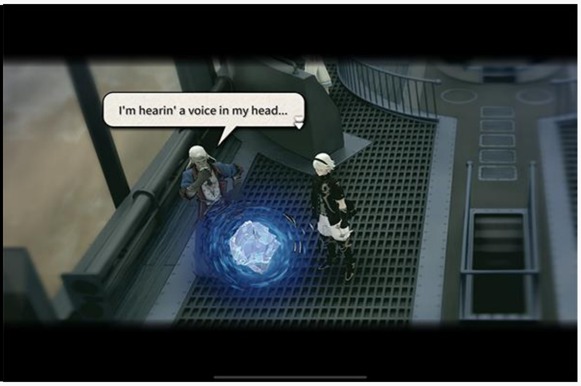


SAVE YOUR GAME before you go in because you'll be stuck in here until you defeat the boss. Yes, you cannot leave the area until you defeat the boss, and let me tell you, it's really hard.

Anyway, once inside a little scene will play where we'll see that time has stopped. Everybody has stopped moving as well, except for our party. It seems our Divine Artifacts are protecting us. Nice! This will also start the main quest **Echoes in the Sandsea**.

Our target here is to go around the entire ship looking for these blue glowing points.

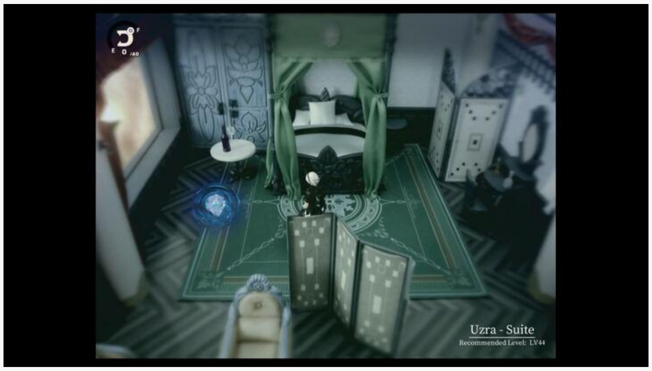




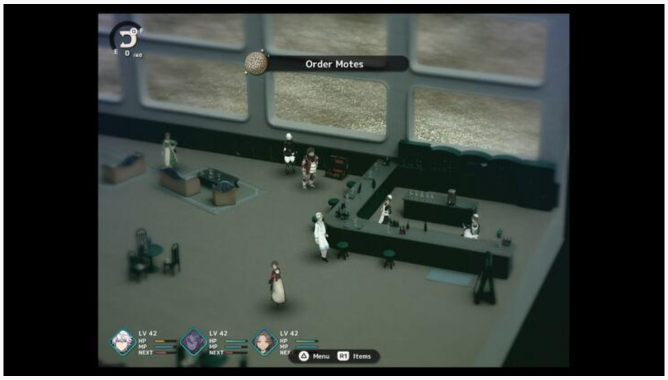
There's one here in the bridge, which is great. These give you a LOT of backstory on **Yim**, who's Zinikr's god sister, well, Taros' sister. Oh wow! You learn what happened to these 4 gods and how they got to this point in the game. Super interesting. After the scene, check the corner to get **Research Lens x3**.

Leave the bridge and you'll find a second **Voice Crystal** down here. Check it out and once you're ready enter the Captain's Room to find a sparkle on the floor with **Order Motes**. Return and go down the stairs now. Cross the deck and enter the hall at the end. If you did the sidequest you'll see all the people you let board the Uzra here, all frozen up while they were dancing.

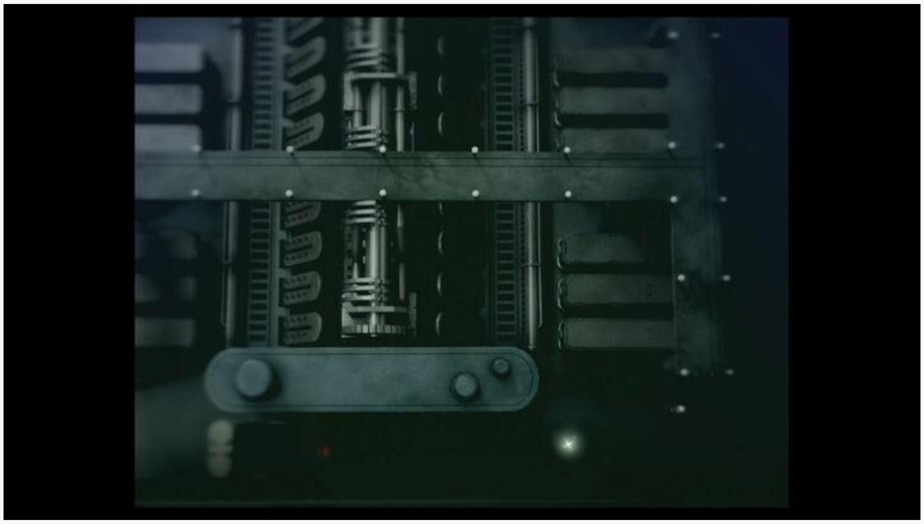
Go ahead and enter the room where Cheryl was and pick up the **Voice Crystal** in here.



After another long scene, head back outside, go downstairs and you'll be able to find another **Voice Crystal** amongst the crew. Once this scene is over head to the east side and you'll be able to find a sparkle on the floor next to the opened chest with **Order Motes**.



Now head northwest and enter the engine room. Head left and go down the stairs. Move around the area and go up the staircase when you get to it. Up here we have a split. The path south is the way to continue, but go right first and down the stairs to find an **Elixir**.



Head back up the ladder, go south, down the stairs and into the next area. There's nothing here so move past the save point and in the next 2 rooms you'll find the final 2 **Voice Crystals**. Watch them both then return to the save point we just crossed. Prepare yourself, save your game and read the boss strat below to prepare yourself.

Once ready, try leaving the engine room and you'll eventually reach another Voice Crystal that wasn't here before. As you get close a scene will play and then the boss fight. Good luck.

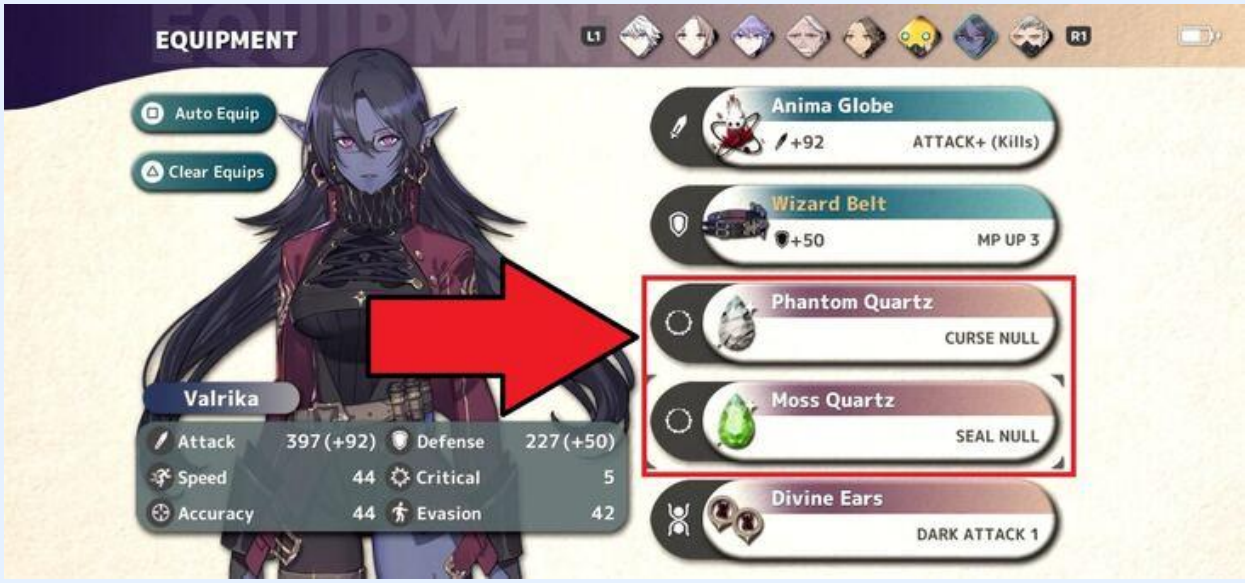
SHADOW OF YIM

NAME	HP	🗡	🛡
Shadow of Yim	150000	558	313

Shadow of Yim is probably one of the toughest bosses in the game. The lore behind her was dropped on us like a bomb, including Zinikr's, so this is going to be a fight to remember.

I don't say Yim is one of the toughest fights in the game just because of her massive 150,000 HP. This is the most a boss has had thus far. I say it because her attacks hit like a truck, including a move that can wipe your entire party if you don't do something, entering a Berserk-mode where she starts hitting harder, and faster.

Nevertheless, I got this fight done on my second try mostly because she has a move called **Nihil Despair**. Yes, we're starting with a move that happens around halfway through the fight. This move inflicts Seal AND Curse on the entire party. This got me the first time so make sure to equip a Phantom and Moss Quartz on each character to prevent them. There are no other status effects in the fight besides these and **Slow**, so you should be golden.



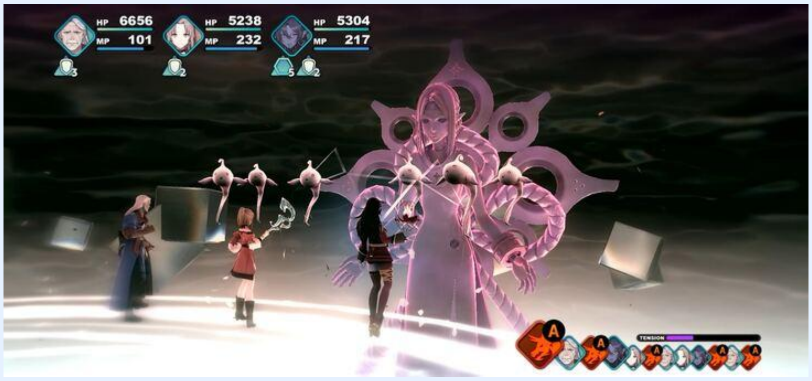
Valrika

Attack 397 (+92)
Defense 227 (+50)
Speed 44
Critical 5
Accuracy 44
Evasion 42

Anima Globe +92 ATTACK+ (Kills)
Wizard Belt +50 MP UP 3
Phantom Quartz CURSE NULL
Moss Quartz SEAL NULL
Divine Ears DARK ATTACK 1

Also, have I stated that you're forced to use Zinikr in this fight? Yes, I hope you like him because we'll be stuck with him during this fight. Anyway, several of Yim's attacks involve elemetal spells. She'll use a spell from each element (Plasma, Gaia, Radiance, Blizzard, Darkness, etc) and they all do pretty much the same damage. Your characters usually have a little bit of resistance to their element (Leo to fire, Kina to light, etc), but the damage should be relatively the same, around 3500-4000. She also only targets one character so that's more concentrated damage.

A move that's going to be the bane of your existence is called **Nihil Summoning**. For this she summons a whopping 6 Demi Sandphin.

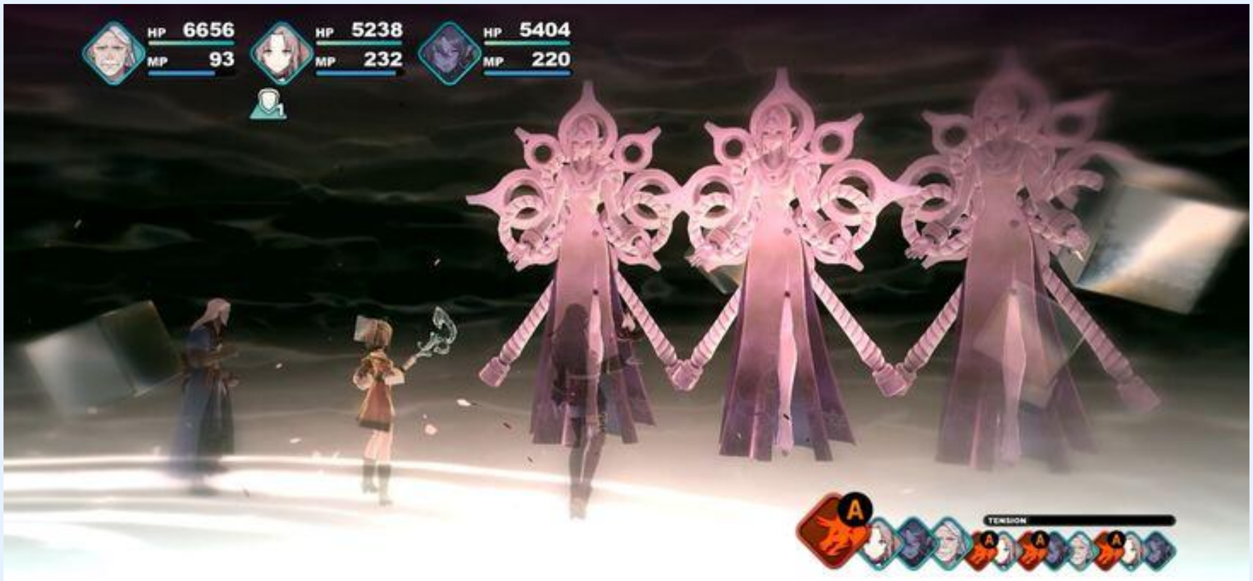


These little critters hit for 300-500 each, which isn't bad, but they are not the main threat. As soon as these are summoned you'll be able to see Yim's portrait in the bottom right start to pulse. Yes, this is her powerful attack called **Nihil Calamity**. The gist of the attack is this: you **HAVE** to kill these Demi Sandphin before her turn. When her turn comes she'll suck in any Demi Sandphin that remain alive and use them as fodder to strengthen up this attack. Leaving them all alive will most certainly wipe your party. This deals around 6000 dmg. to all party members.

On the other hand, if you kill the Demi Sandphin this attack will deal around 2500-3000. Setting up your Barrier All with Kina or Prickle is great to help you with this attack, so is lowering Yim's ATK and increasing your DEF with Zinikr's skill. If push comes to shove, you can always guard with characters that can. I believe only Zinikr and Kina can guard and they can actually survive a fully powered Nihil Calamity.

There are few ways to completely take care of these guys. These little guys have a lot more HP than the regular ones you would normally fight, around 8000 HP. That's a lot for just a couple turns. It doesn't help the fact that Zinikr doesn't have AOE skills. Using your Tension Skill is always great to get rid of them, but if you don't have it available I highly suggest you use Valrika's Arrow Rain. This usually does (at least for me) around 60-70% dmg. of their total HP. You'll want to use 2 Arrow Rain to fully wipe them out. If your Cheryl is strong enough, her Knight Impact EX is also wide enough to hit them all. Something you might want to think of is swapping your third character for Ez and have him cast Quick on Valrika so she can have her 2 turns she needs for dealing with them.

Another extremely annoying move is **Distortion of Reality**. For this one she moves to the far back, 2 clones appear next to her and they start moving around really quick. **YOU WANT TO KEEP AN EYE ON THEM!** They look identical!



This move is a pain and you WANT to take your time. If you don't know which one it is, take your time. The reason for this is... if you get it wrong and hit the wrong Yim it'll use **Nihil Explosion**, exploding and doing around 3000 dmg. to the entire party. Yeah, this hurts a lot! If you get it wrong, heal up and try again. Do note that they'll be attacking regularly so that's more damage you have to take care of.

NOTE: if you REALLY want to cheese this you can always record this fight and when this happens, stop your screen recording, go into your photos and look at the video. Slowly advance the video so you can see where the original landed.

Hitting the original will destroy the other 2 and end this. Also note that you can use Taunt with Zinikr, having them attack him only while you heal up the party and prepare for the next one.

This continues until she has around 30000 HP left. Once she's this low she'll use **Nihil Rampage**. This basically gives her a little boost of speed and she can now attack TWICE in the same turn. Yes, the fight for the last couple of turns will really test you. She doesn't have any new attacks, but she likes to do stuff like using one of her hard hitting elemental spells, then continue with Nihil Summoning.

While this is going you'll want to keep yourself healed at all times and have Valrika take care of those Sandphin. Kina/Prickle will be working overtime here so don't even worry about bringing up a Barrier or anything.

So this fight doesn't have much to be completely honest, but all of her attacks hit really hard, despite having DEF up and Barrier. Like I said above, you have to bring Zinikr to this fight so my other 2 characters would be normally Kina and Valrika. You can always swap Kina for Prickle if you want, but Kina's Tension Skill is just TOO good for when you're in a pinch. I also feel like she heals more than Prickle, but if he heals more, feel free to bring him.

On the other side, I brought Valrika but I would mostly suggest you stick to Leo. Again it's all depending on how you have them built, but try them out. Leo was dealing more damage with his Samidare Fire+2 than Valrika with her Arrow Rain+2, but you have the little Sandphin to worry about. You can always swap them whenever that attack happens and just stick to using Leo.

As for Tension Skills. I recommend you use them when the Sandphin appear so you can help Valrika deal with them. Zinikr's Meteor is great for this. I would recommend you only do this until she has around 50000 HP left. This is because of her little phase where she starts attacking more often. For this you'll want to have this ready and full to use Kina's amazing Tension Skill and revive/fully heal all party members.

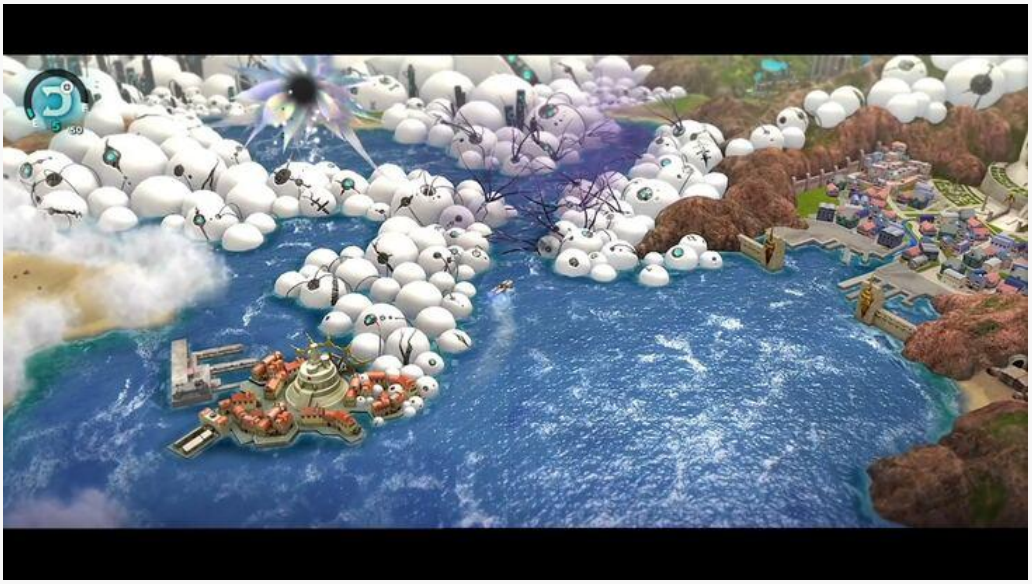
After the fight watch the cutscenes. We hope Yim is finally able to get her rest. Poor Zinikr.

During the scenes, he'll get an upgrade to his Divine Artifact, giving him **Earth Attack 2**. Nice! The path in his growth map also opens up.

And with that, this quest comes to an end and we get a new quest called **Guided by Yim**. It's a new main quest with a recommended lv. of 48. That's pretty high! It looks like we need to look for Vam. In the next page we'll talk about what to do next and where to go from here. See you in the next one!

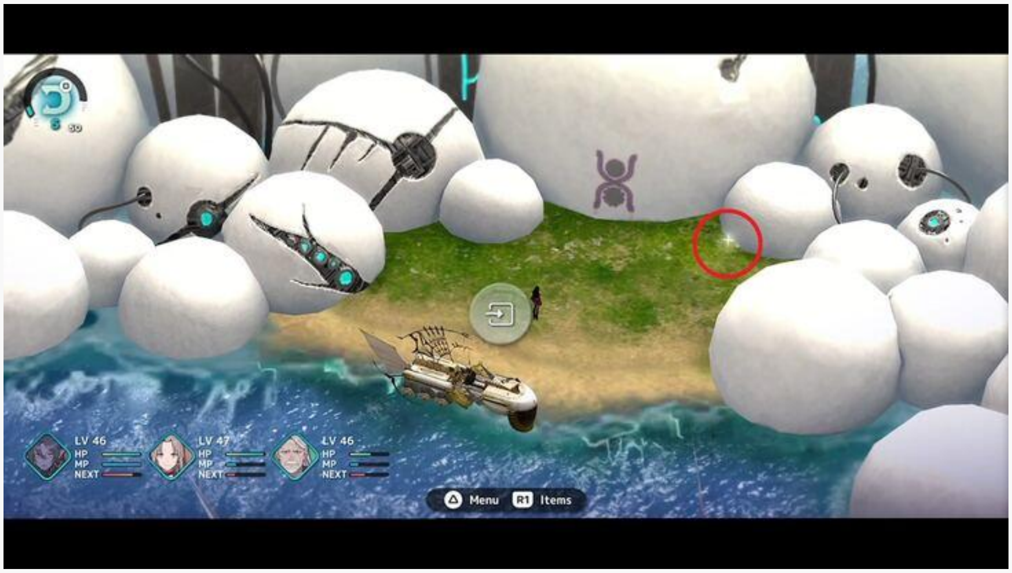
Progressing and Catching Up

To continue with the story, hop on to the Uzra and let's start driving that thing! Where we want to go is through the mechteria going north next to Vence.

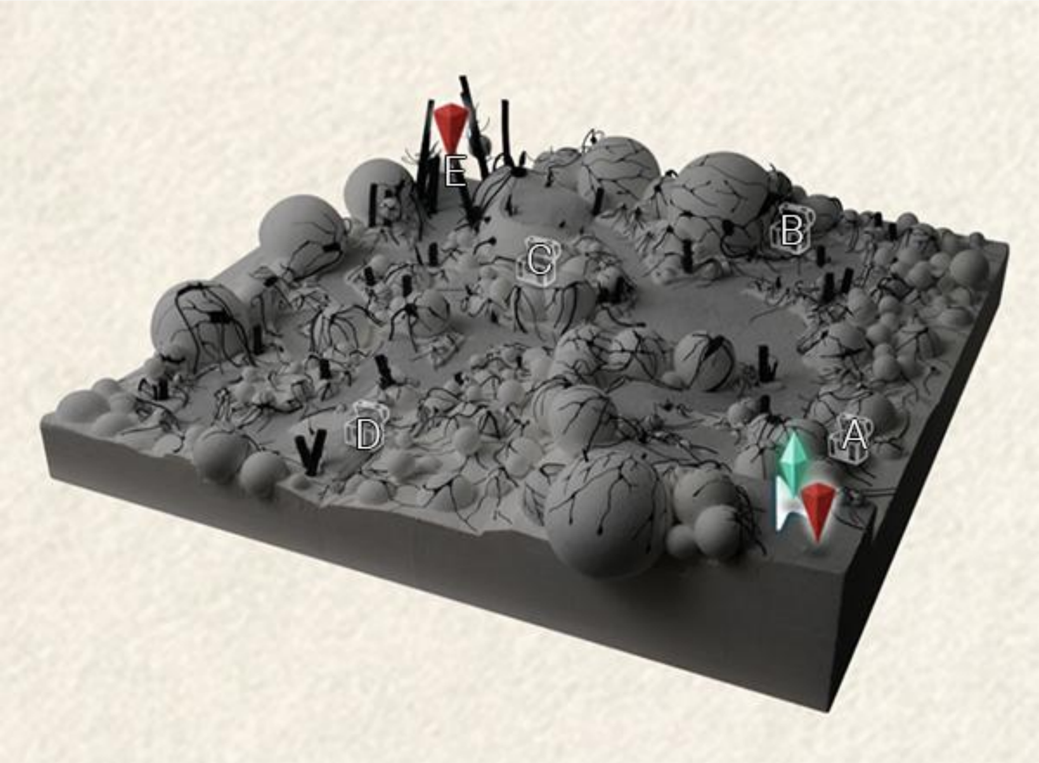


Since we now have that fragment of Yim's voice that we just picked up she'll help us by clearing a path. Nice! This leads to a couple of places. At the split go right first and disembark. Pick up **SP Capsule** from the sparkle and enter the nice area up ahead. This place is called **Shangri-La** and it's a lv.52 area. Yeah, we're not strong enough for this area yet (at least I'm not). It's good we came to unlock it so we can warp back here once we're ready.

Return to the Uzra and go left from the split now. You'll see a little patch of land to the north where you can disembark. There's a symbol here where can't do anything yet, but there's another sparkle here with another **SP Capsule**. Those are always welcome.

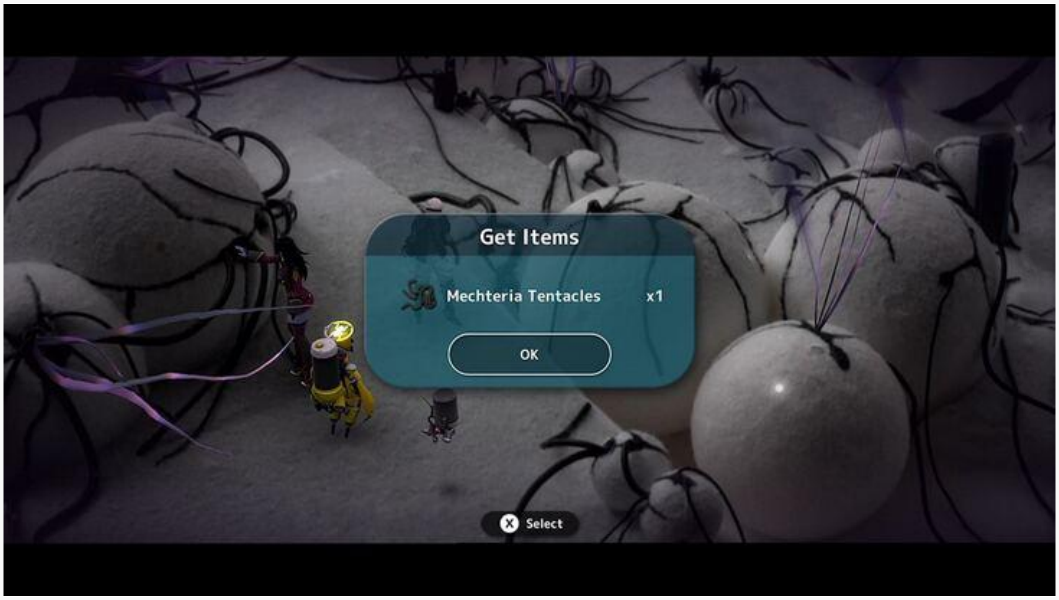


Return to the Uzra and head left. We'll be entering our new zone, **Heart of the Infestation**. Lv.48 area seems more appropriate, kind of. Not much we can do right now so go ahead and enter the new area.



Inside a scene will play. We cannot stay in here for too long or the mechteria will kill us. We do see Vam in here, or what looks to be a ghost of him. What is he? He's supposed to be dead!

Anyway, during the scene they talk about finding a way to help get through here. I"m not sure if you'll always get this, but if you picked up the sidequest Researcher, Cont'd from Vence, Valrika will pick up **Mechteria Tentacles**, a sample of the mechteria. Sounds like a plan.

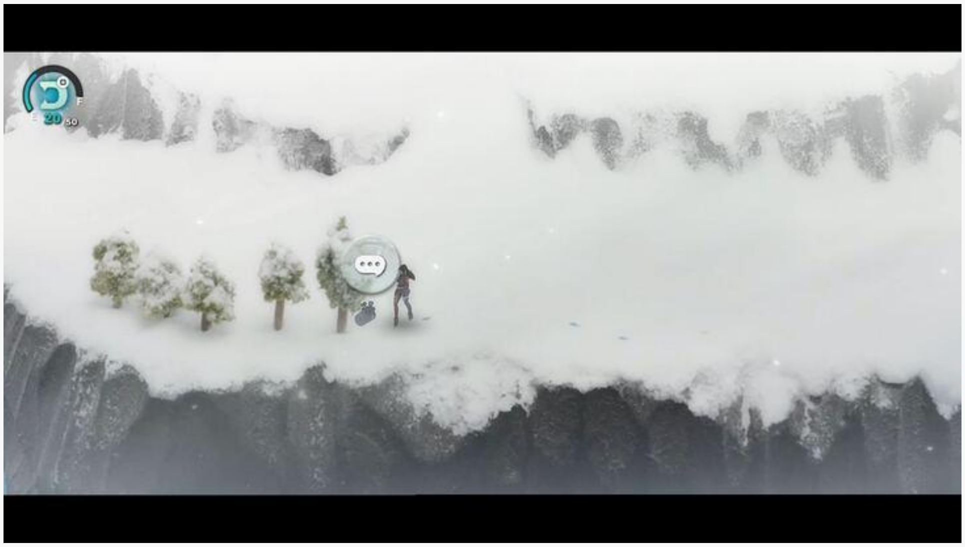


So yeah, with that go ahead and finish up the sidequest Researcher, Cont'd. This SHOULD be the last thing you were missing to complete it, but if you haven't even started it then go ahead and read through the page! You'll get the **Mech-Reduction Device**, which will help you get through the area.

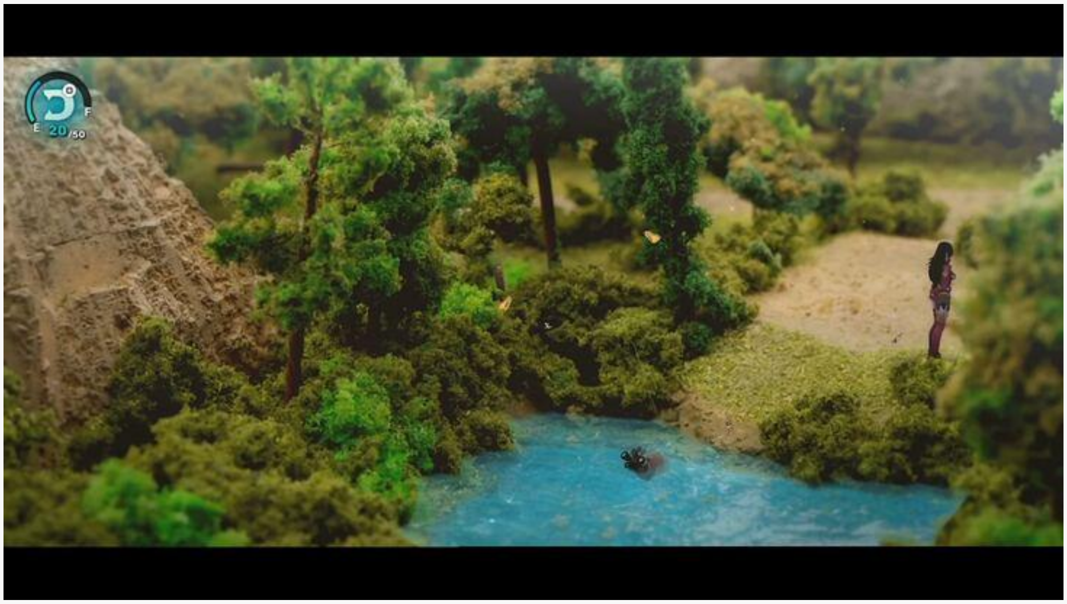
If you haven't already, go ahead and finish the sidequest Metal Ribbidon. It's short and simple. You get a nice weapon for Tan as well.

Now, before we continue, let's use this page to wrap up some things. There are some robots missing from Prickle's Secret Base back in the Machine Realm. Let's go ahead and pick up the rest, shall we?

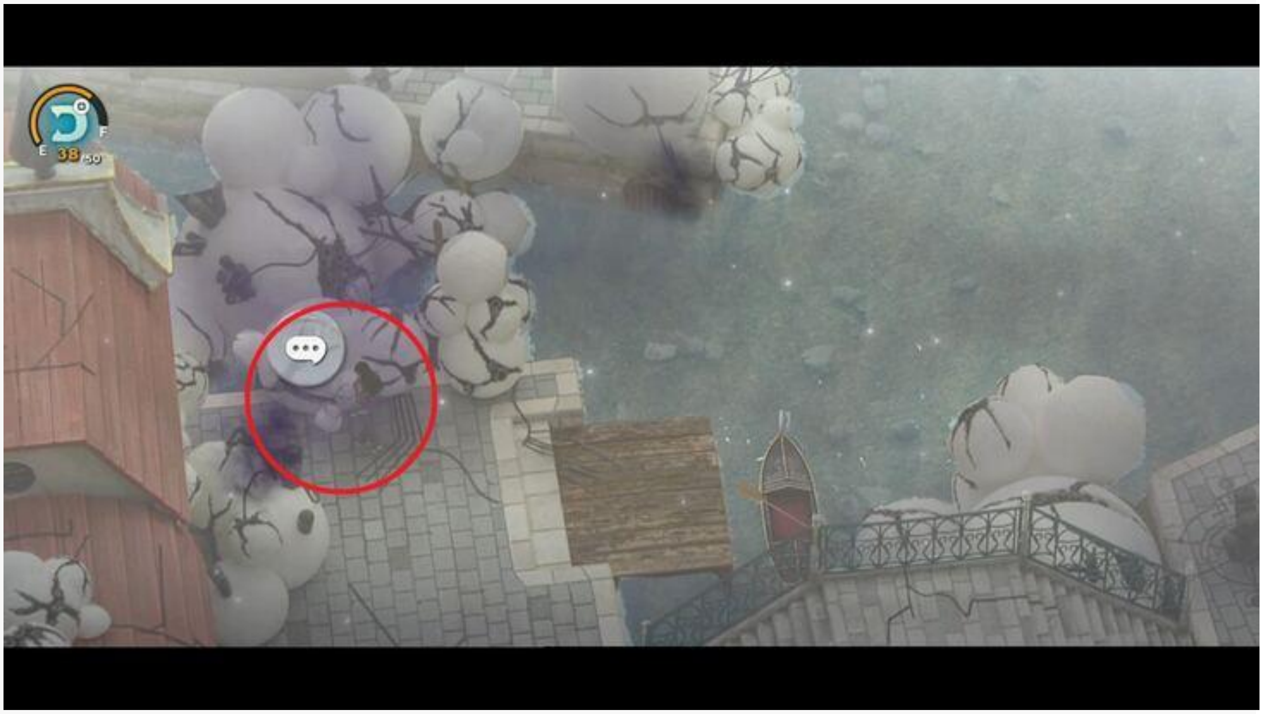
Warp back to "Falcion Bypath - Bottom of Waterfall" and from here go left. Follow the upper path and you'll reach some trees next to the slope. I don't know if this little guy was here but I did not seem him here. Anyway, go ahead and talk to him to take him back to the Secret Base.



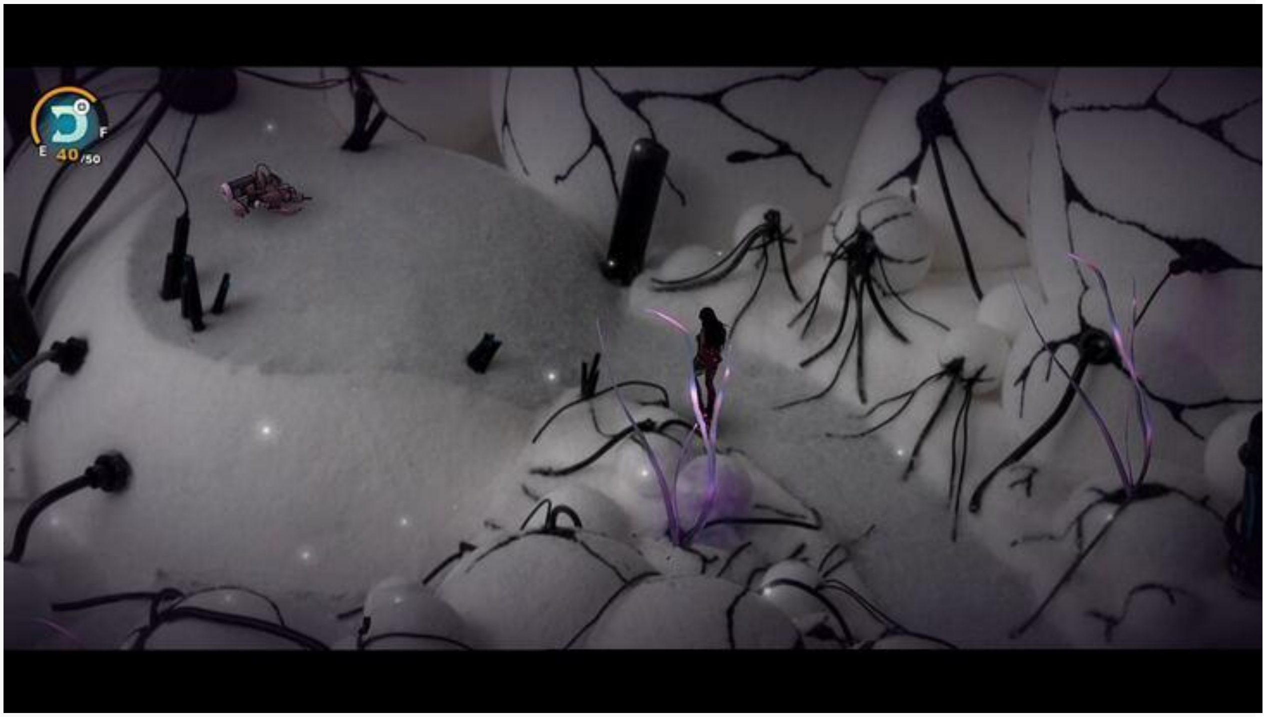
For the next one, head to the entrance of "Southern Forest" and right from the entrance go left towards the little lagoon to find our next robot, drowning the poor thing haha.



Take him back to the Secret Base. For the final one, warp back to the East Vence and from here go left and get on the gondola. Go south and get off at the bottom pier. You should be able to find it nearby.



Now, for the very last one. It's actually in the area where we're going after this, "Heart of the Infestation". We've already been there and unlocked the warp. It's near the entrance as well. Full walkthrough for the area in the next page of course, but for this little robot simply follow the path from the entrance and at the 4-way split head north to find your last friendo.



Once you've helped all of them, a nice little scene will play. They're all gathered in the Throne Room and call Prickle the Great King. Near the end of the scenes, Prickle'll get an upgrade to his Divine Artifact, giving him **Lightning Attack 2**. Nice! The path in his growth map also opens up.

Oh, before I forget, you'll be getting your rewards from helping them. You'll get **Machine Key x3**, **Mirage Band**, and **Hard Bullet** for helping them out.

Exit the Throne Room and you'll trigger a scene with some of the robots. He offers to tell you a story. You don't have to go through it, but man this story is pretty nice. It was written (and the music playing as well) by none other than Nobuo Uematsu. The legend himself. It was a pretty nice story to be honest.

During the rescuing of the robots, you'll be told by one of them about a secret area underneath Thaumatech Factory. Supposedly there's an extraordinary treasure hidding deep down. Nice! He tells us that the entrance is located on the rooftop of the Factory and that the password is **Omega**. Nice! This is, of course, a sidequest with a req. lv. of **50**! That's high! Click the link below for help!

- Omega

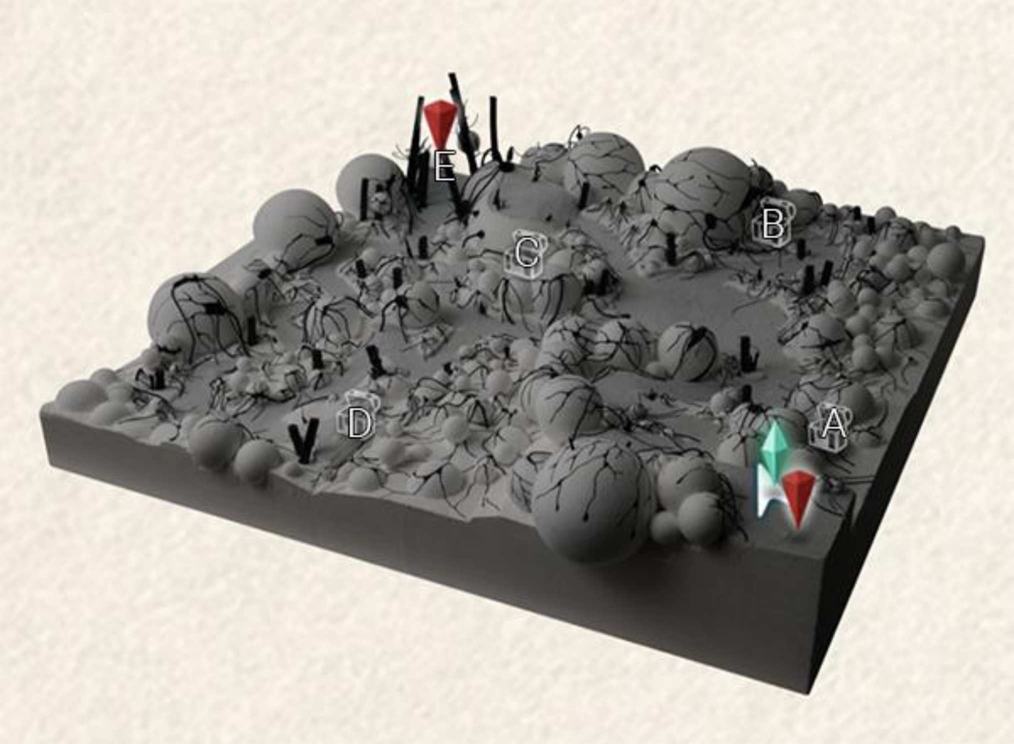
You should do that later. I'll let you know when I do it so it might help you if it's too tough right now.

And with that said, let us continue with the story. Go ahead and warp back to the **Heart of the Infestation**. We'll continue in the next page.

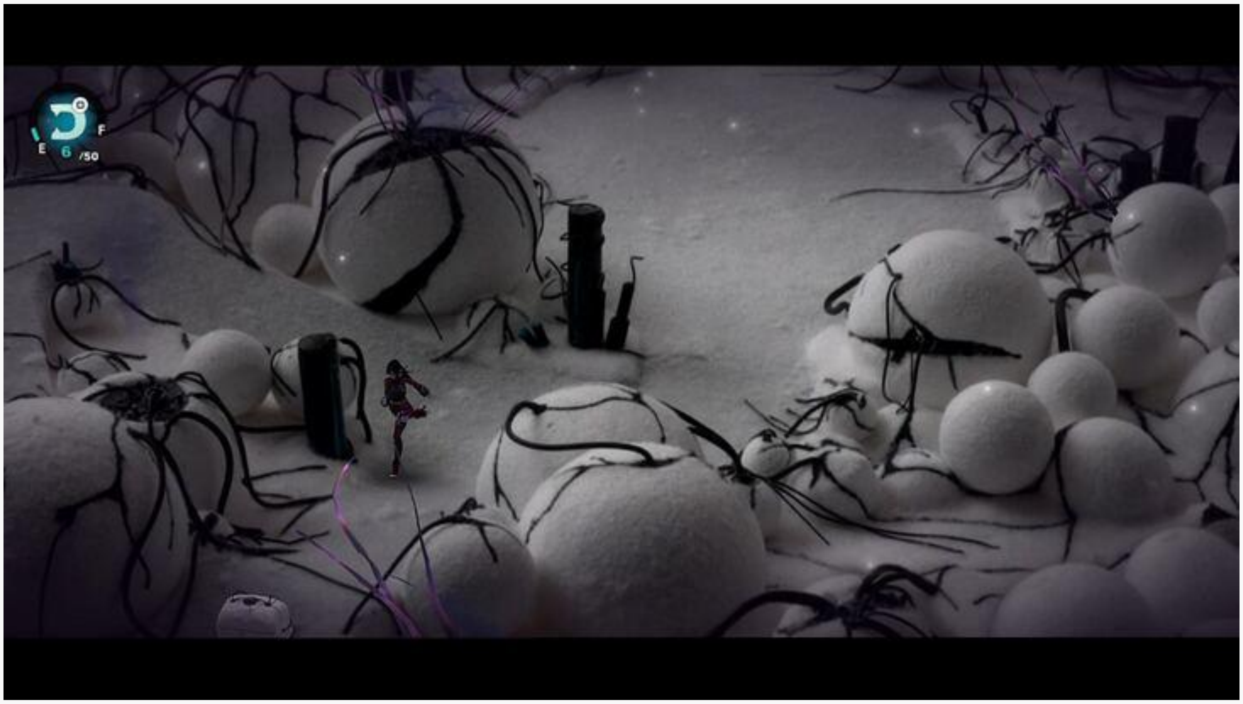
Heart of the Infestation

My lv.	48

ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Mecha Piranhara	1260	Holy
Mecharachnid	3780	Holy
Mecha Basilisk	7620	Holy
Mecha Kackle	5040	Holy
Mecha Prominera	2500	Holy
Mecha Wolzas	2520	Holy
Mecha Garlamash	7560	Holy, Fire
Mecha Sandphin	2520	Holy
Key Orbling	5080	None
Mecha Jellyfish	3780	Holy
Mecha Wing Burst	7550	Holy

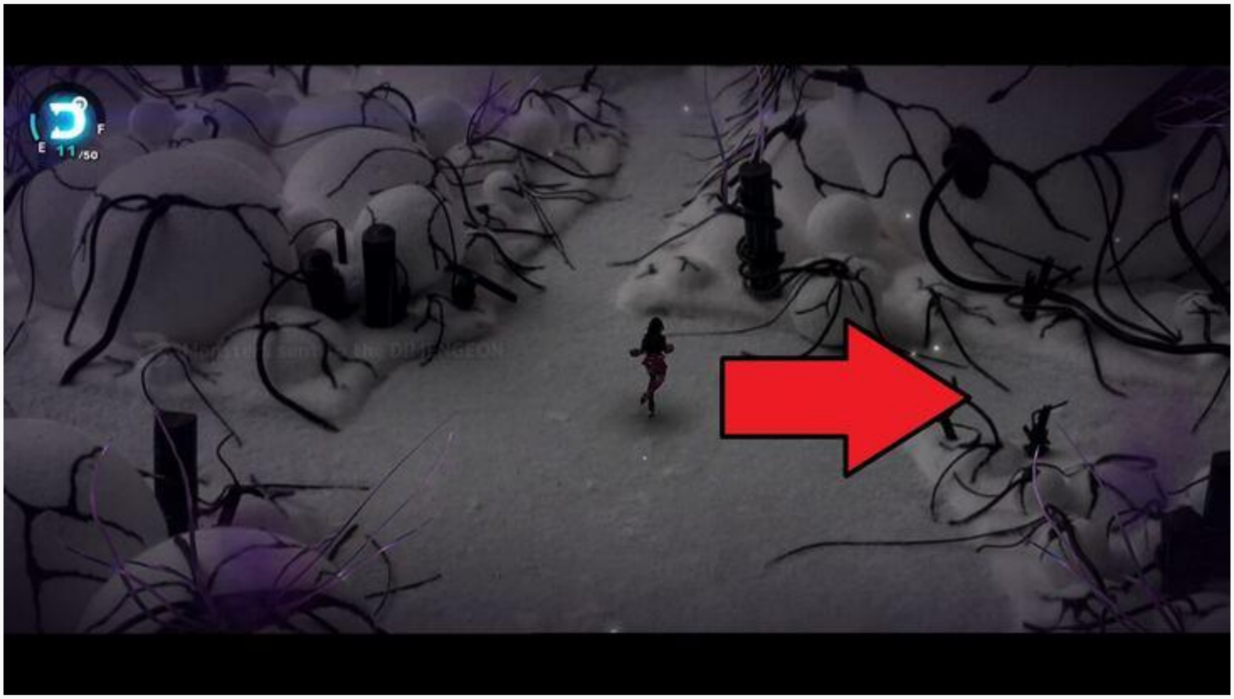


Welcome back! From where we start head down the slope and you'll spot a chest at the bottom. You require a Mechteria Key to open it (and all of the chests in here). Go ahead and open it for an **SP Capsule**.

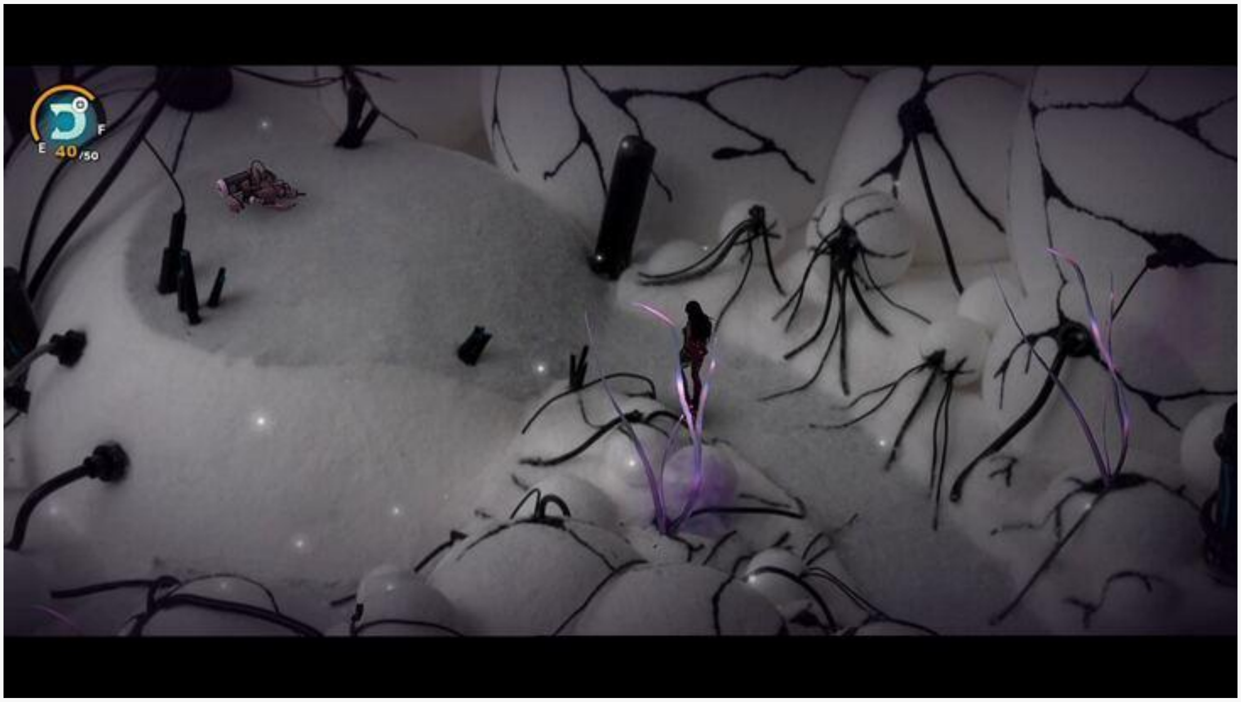


NOTE: Key Orblings appear in this area so you can get keys to open the chests. They are rare (I got 3 from a full 50 Dimengeon Encounter), but you CAN get them here.

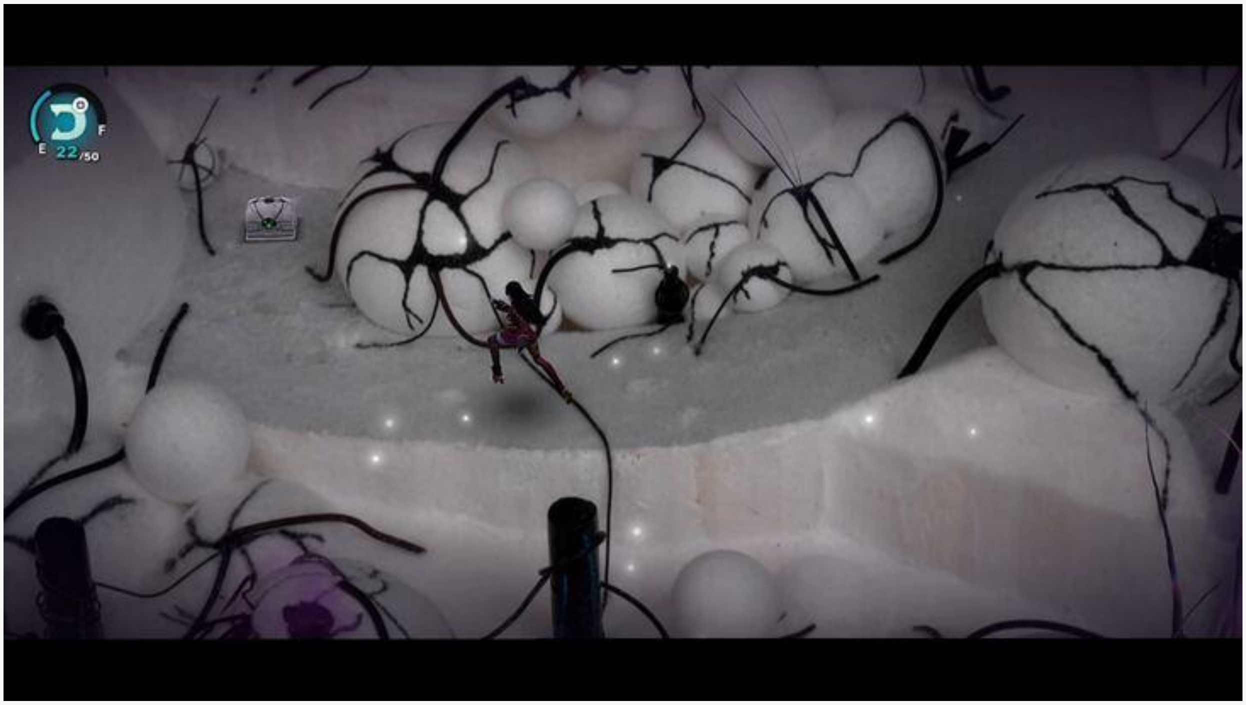
Up ahead we'll have an area that has 3 more paths. Go right first and you'll reach another Mechteria chest that has **Chaos Clay** inside.



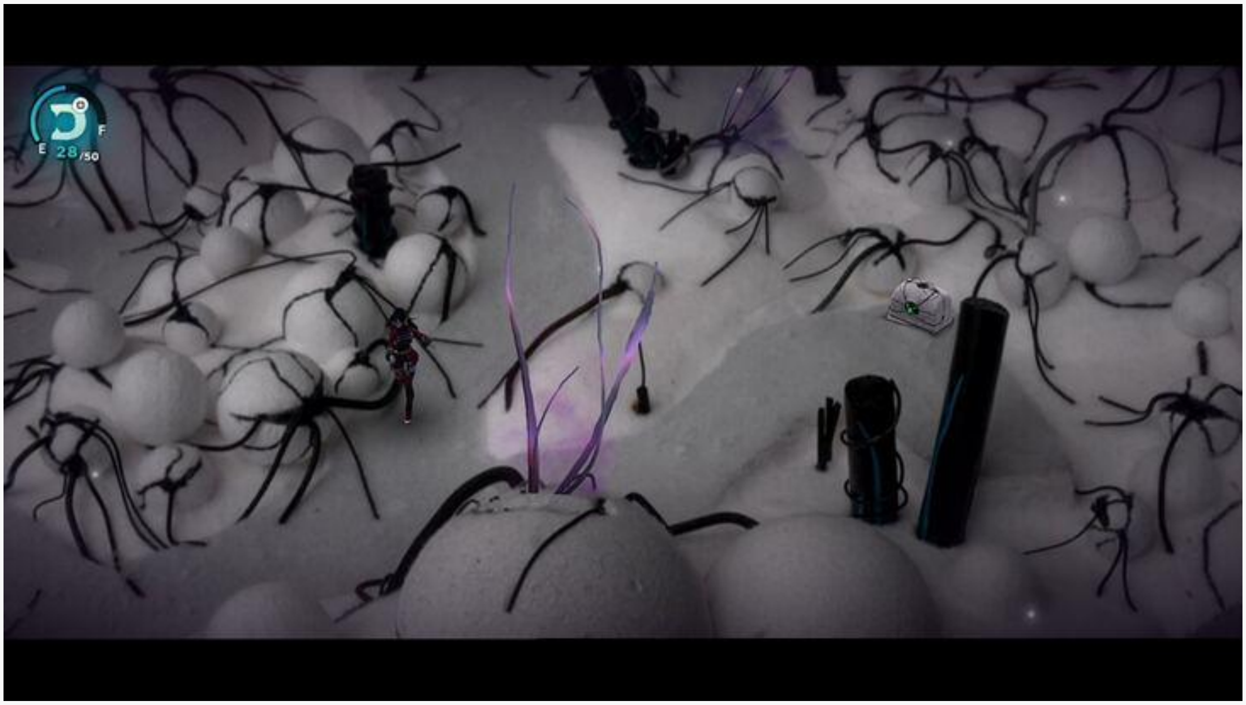
Return and go north this time. Up here you'll find the final robot that was missing from Prickle's Secret Base. Read the previous page, Progressing and Catching Up, where we go through this, your rewards and whatnot. Of course, getting this little guy will send you back to the Secret Base. Warp back here and head back to the split.



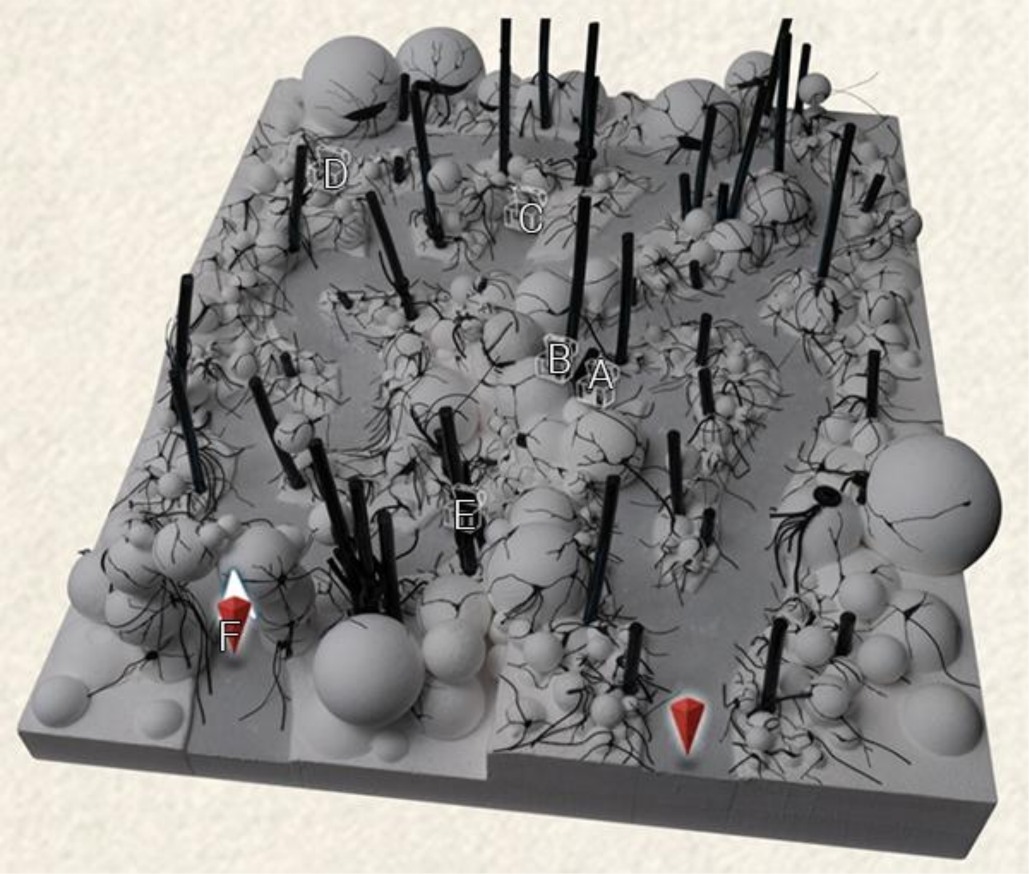
Once you're back at the split head left this time to reach another split. Follow it left to find another chest, this one with **Lapis Lazuli**.



Return and go south this time. You'll reach another split and a very obvious chest with **50000G**.



Follow the split left now until you eventually reach the next area



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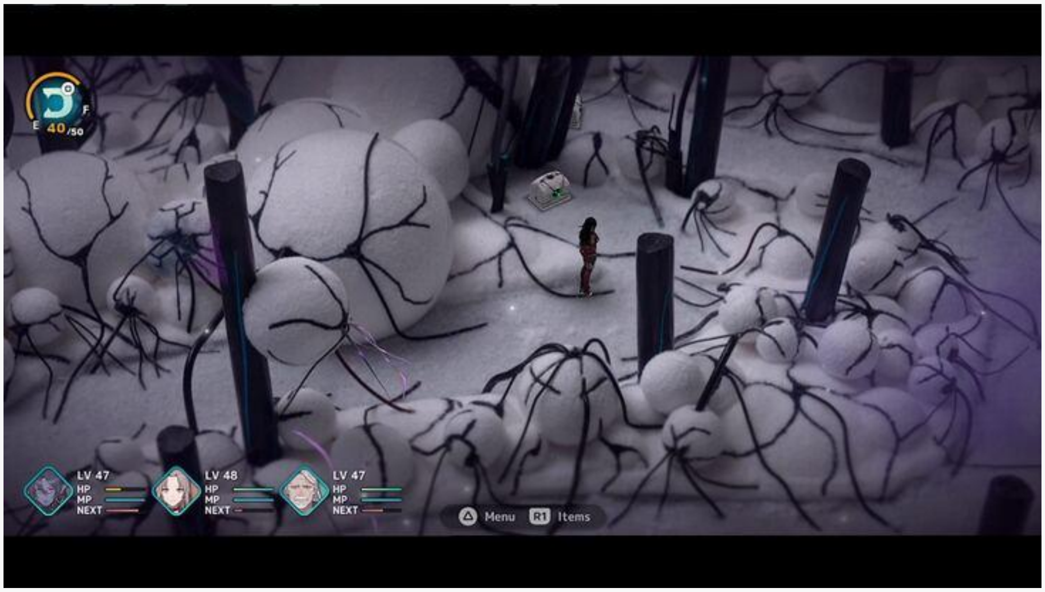
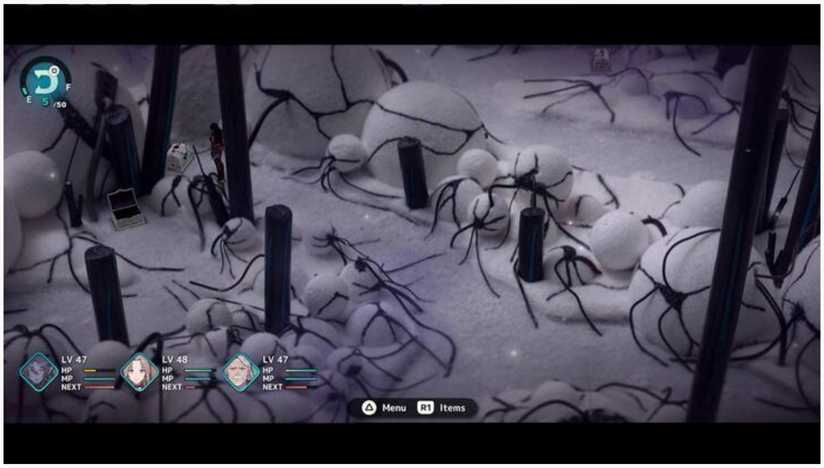
As soon as we enter we'll have a little scene where we'll see Vam's ghost again. Is Jas really controlling him? Or rather, did he put his ghost here to keep the Mechteria in check? I guess we'll find out.

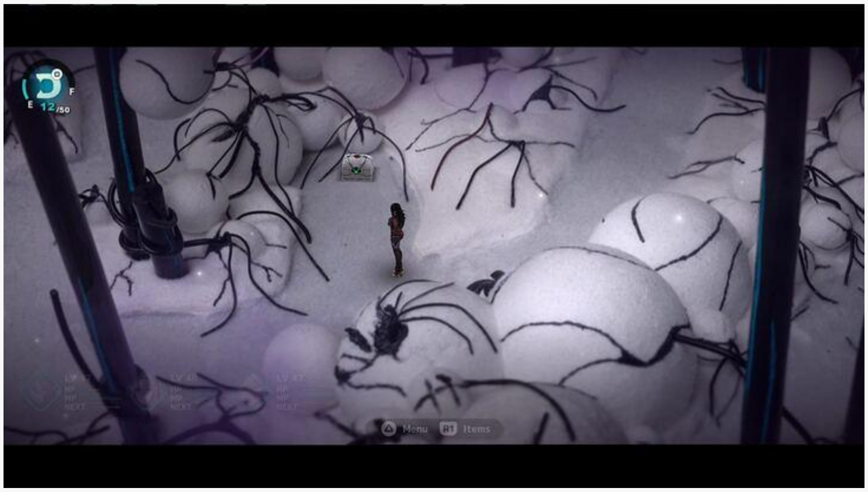
Right from the start we'll have a split. Follow the left path first to find another locked chest, this one with **Machinery Light**.


40/50
LV 47
HP
MP
NEXT
LV 48
HP
MP
NEXT
LV 47
HP
MP
NEXT
Menu
R1 Items

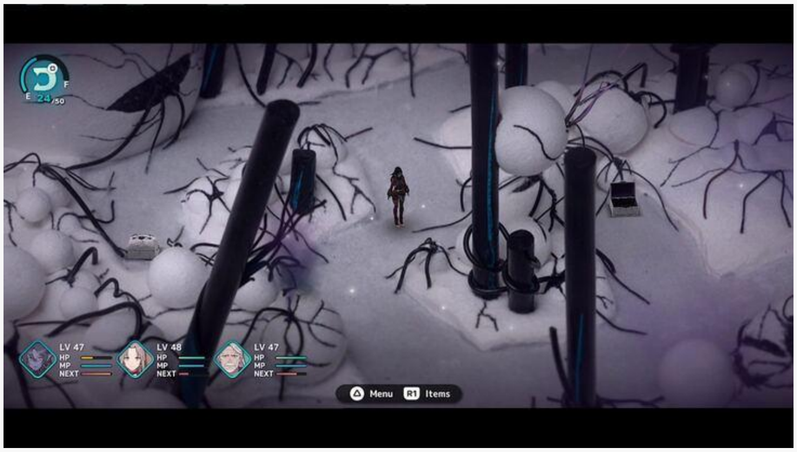
Follow the path on the right now and you'll reach another split. Following the path on the left will take you to another chest that has **Chaos Clay x2** for you to pick up.


5/50
LV 47
LV 48
LV 47
Menu
Items

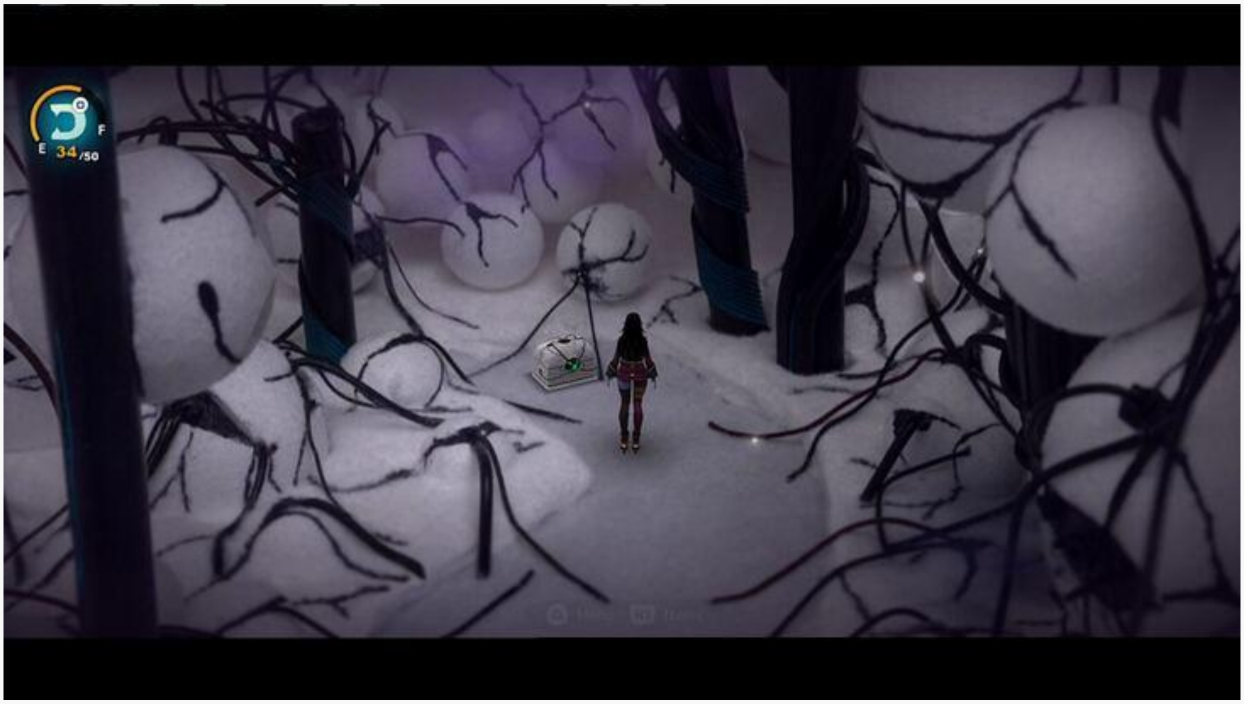
Again, follow the path on the right now and we'll reach yet another split where you should take the path on the left to get the chest you see for **Order Motes x2**.



From here you can probably see the chest to the left. Go left, up and left some more to get to it. It has **Cat's Eye**.


24/50
LV 47
LV 48
LV 47
Menu
Items

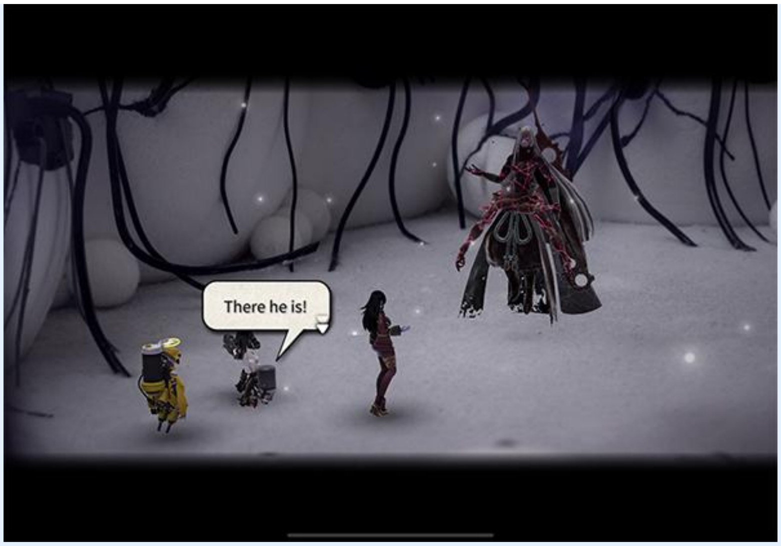
Start making your way south and you'll reach one last split before leaving the screen. Head up (east) to find a chest with **Barrier + Schematics**. This is an item that opens up a path in Prickle's Growth Map.



Go ahead and proceed to the next area where we'll immediately have a save crystal. Heal up, save your game, prepare yourself by reading the strat below, and once ready proceed to find the phantom of Vam. Watch the little scene that plays and then we're in a fight against him.

VAM THE DESTROYER

NAME	HP	🗡	🛡
Vam the Destroyer	180000	517	329



My oh my! Guess who we're fighting again?! Yes, we are fighting Vam one more time. He's got a different look (he actually looks better)... and he's not really himself.

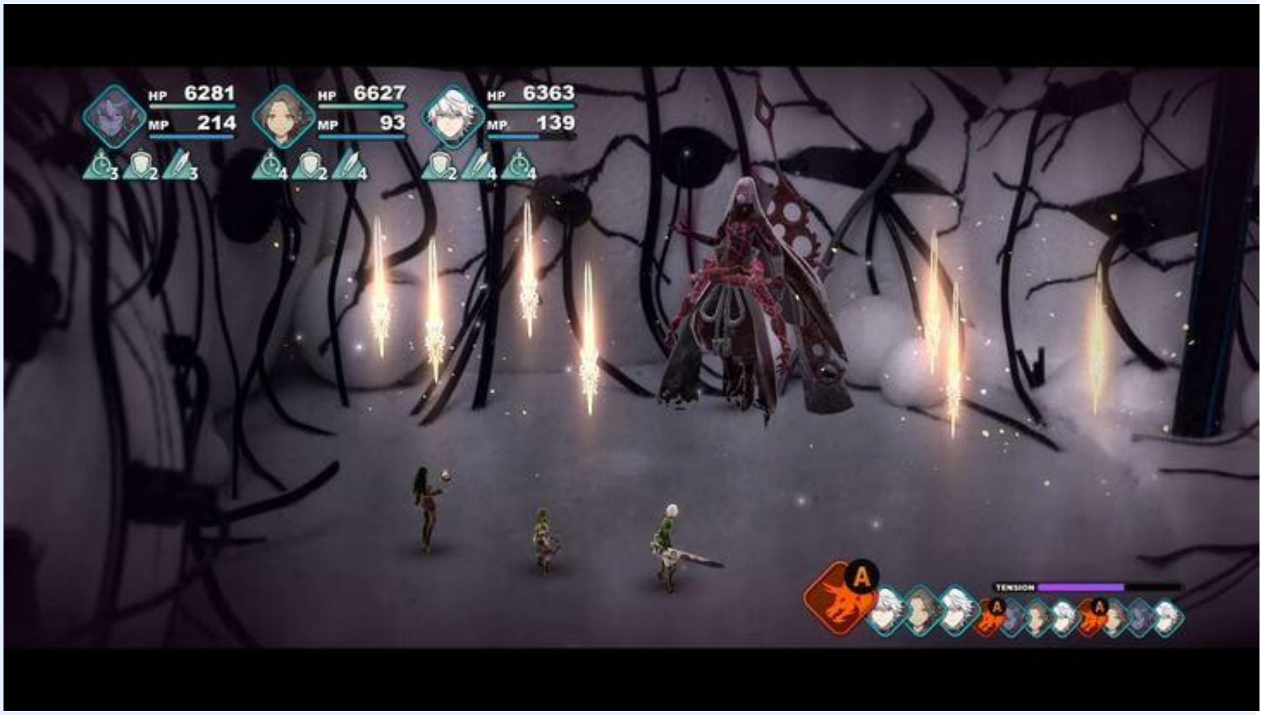
Let me start by saying this: this fight against Vam is exactly the same as before. Remember the end of Part 1 where we had to fight him before meeting Valrika? Yeah, this fight is exactly the same.

What's not the same, however, is the amount of party members we have. Before we were forced to use Leo, Zinikr, and Ez, but now we've got a full 8-man party.

Let's start by talking about the same attacks he'll be using during this fight. His regular attack hits one character for around 2500 dmg. Not bad. This can be lowered to around 1500 if you have DEF up and he has ATK down. This powerful single-target attack is called **Triple Edge** and is a 2-turn move. In the first turn he locks on to a character, then in the next turn he'll hit them 3 times, each attack hitting around the same as a regular attack. This can be deadly if you don't have DEF up or have him with ATK down (or both).

He can also cast slow on one party member at a time. This one isn't so bad and you can cure it pretty easily with an item or with Ez's Quick skill. Of course he still has **Dimensional Distortion**, a move where he claps his hands and lowers ATK and DEF of all party members. This can be completely blocked if you're being protected by a Kina/Prickle Barrier.

Lastly, for his most powerful attack, and you might remember this one. His most powerful attack is called **Rain of Blades**. Before, he would bring out 5 light swords. Now he starts with 7 straight out of the box and won't add any more throughout the fight.

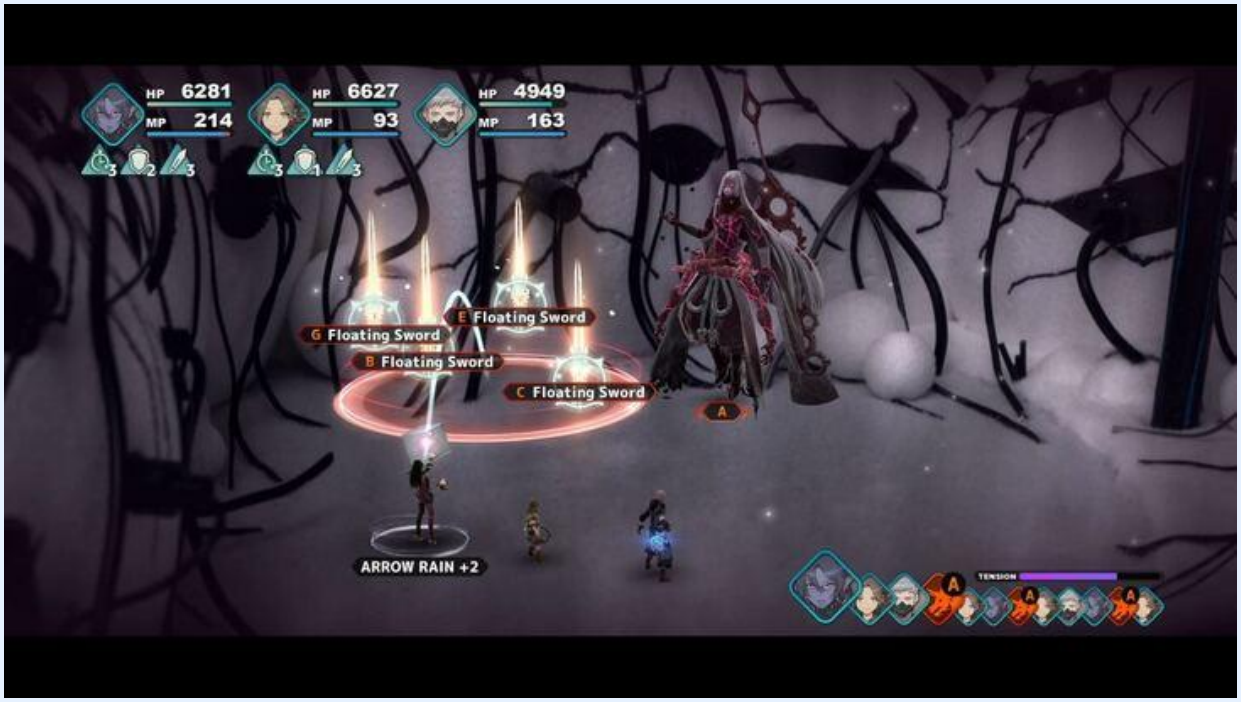


The swords need to be destroyed in order to completely stop the attack from even happening, but if you don't, then the attack will take place. During this attack, each sword will act as one hit to a random party member (a max of 7 hits total) and ending the attack with a large explosion that hits all party members depending on the number of swords remaining. For damage, these hit for around 900 dmg. per sword, and the explosion, with 3 swords remaining hits for around 3500 dmg. (with 5 swords it's around 6500 dmg.).

As you can see, it's of utmost importance to destroy these swords in order to prevent mayor damage. And that's pretty much all he does. He doesn't even use Energy Drain to drain your HP, which technically makes him easier than before.

So now, let's talk about how to deal with him. The odd thing about this fight is that you don't have to worry about healing that much, which allows us to switch Kina/Prickle out for another character. We are forced to use Valrika during the fight, but as for the other 2 I highly recommend you bring Ez and Leo. You'll also want to use Tan quite a bit.

First of all, you'll want to make sure Valrika has as much ATK as she can get from her Growth Tree. She cannot inflict any status ailments on Vam so you can save yourself some points there and get some more ATK (if possible). Her only job during the fight is to use Arrow Rain+ on Vam and to hit all 4 of the swords on the left side when they come out. You need the ATK because you want to be able to destroy all 4 swords with one use of Arrow Rain.



The other good thing Valrika will be doing is lowering Vam's ATK and maybe heal one character. Since Vam only hits one character at a time (that is if you're able to prevent his Rain of Blades) then there's no real need to a healer main.

With that being said, Ez is our little hero this time around. I highly recommend you unlock both his Tension Skill and the upgrades after it. If you haven't used his Tension Skill previously, what it does is that it basically gives him a ton of turns in a row. I believe you can get a max of **7** turns in a row, allowing you to heal 2 party members (if necessary) and fully heal them, or you can buff up your entire party and attack, etc. This is great! You **CANNOT** use Vacuum to suck in the swords (trust me, I tried) so that's a no go.

And that's mostly all of what Ez does. You want to have him buff up your party mostly every turn, including ATK up, DEF up, and SPD up. If needed be, even have him heal if you for some reason need it. You do want to unlock a skill from him, and that's the **Hyper Grenade**. It's on the left side of his Growth Map, and it allows him to craft a non-elemental grenade. It also hits for 2700 dmg. to all in range so you want to hit the 3 swords on the right side of Vam (his left). This is not going to be enough to destroy them, however, and that's where Tan comes in.

I didn't really use Tan at all except for when the light swords where out. Switch out your third character (Leo in my case) and have him use Adolfo Impact EX on the 3 swords. This alongside Ez's Hyper Grenade will be enough to take down half of them. When done, switch him out for Leo and have him continue doing his Samidare Fire+2. This will deal the most damage to Vam so you want to keep Leo in as much as you can.

As you can see, extremely easy fight if you're able to avoid the Rain of Blades. As for Tension Skills, I highly recommend you save it and have Ez use it for the turns. Push comes to shove swap Kina in and use hers to fully heal and revive all party members. Also, you can even use Leo's if you've unlocked the passive skills. If you've done so you can use it to destroy all the light blades and you'll even get concentration and ATK up on all party members.

Watch the scenes that play after the fight and Valrika will get an upgrade to her Divine Artifact, giving her **Dark Attack 2**. Nice! The path in her growth map also opens up.

Once we regain control we'll see 3 sparkles in front of you. These are the teardrops left behind by Vam. Examining these will show you some backstory.

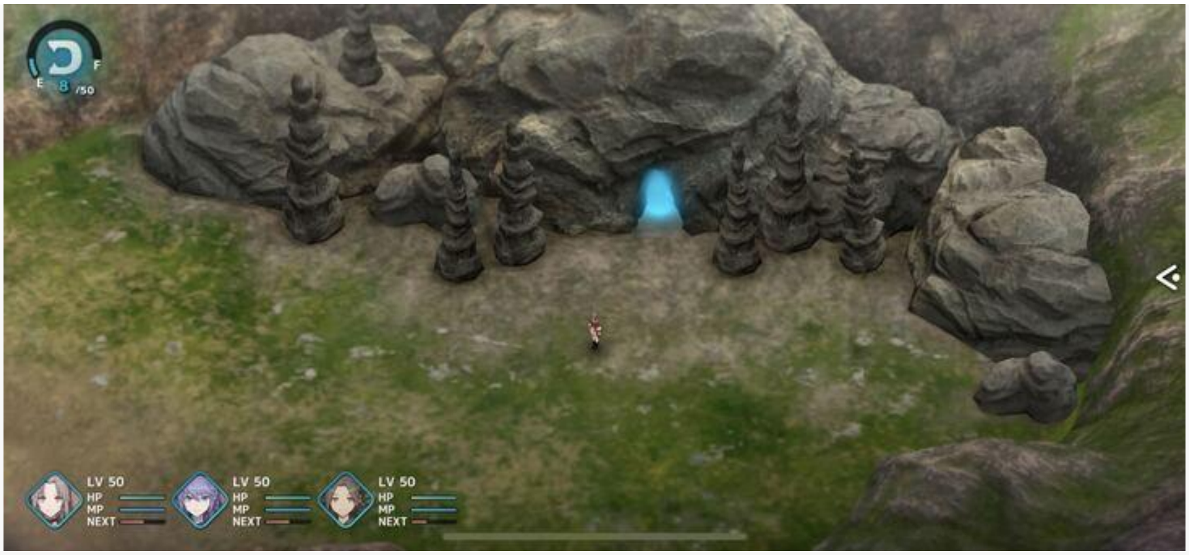
And that's it for this place. Feel free to leave now. Click on the next page as we'll be deciding where to go next!

Blue Grotto

My lv.	49

ENEMIES		
NAME	HP	WEAKNESSESS
Black Knight	3000	Light
Dark Orblus	5080	Light
Light Knight	3000	Dark
Holy Orblus	5080	Dark
Goblin Guard	5030	None
Red Knight	3000	Ice
Goblin Mage	2520	None

Remember that a while back we saved Vibra from the Mechteria invasion? And that Cheryl was appointed as Queen of Vibra? Yes, let us finish that story now! We should be at the recommended lv. of 49. We need to go to a place called **Blue Grotto**. To get there you need pilot the Uzra and get off on the coast just south of the Outskirts of Vibra (it's in between the Outskirts and the beach that takes you to Hidden Valley and Falcion Bypath).



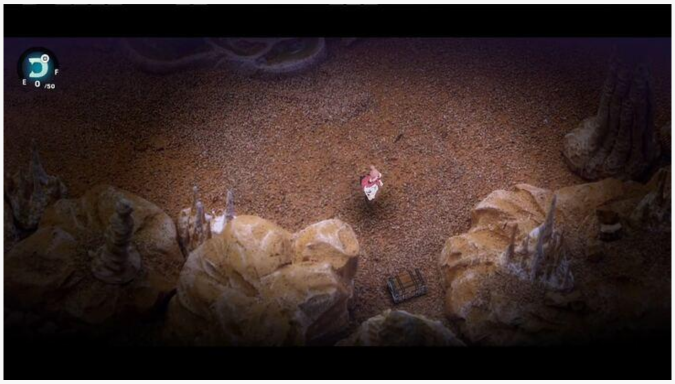
As you enter the Blue Grotto a little scene will play where Cheryl tells us what this place is... the Royal Family's resting place. Someone... or something starts talking to us, and some light starts surrounding us. What is happening? It seems these are the knights that have been serving the queens of yore. If you haven't done the quest where we save Vibra (CLICK HERE) you'll be kicked out and you need to go do that!

Once inside go ahead and save your game. Make sure you're ready because if we leave we can only warp back to the entrance, which will make us go all the way back to the end on foot.

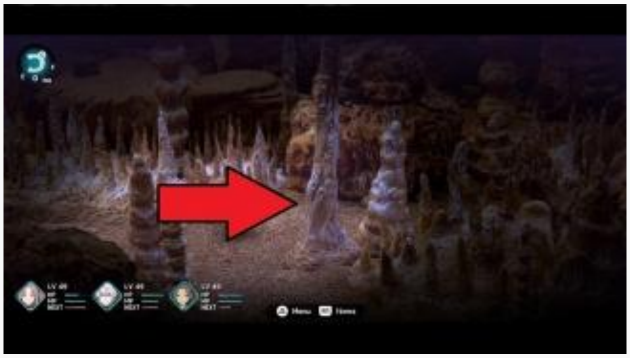
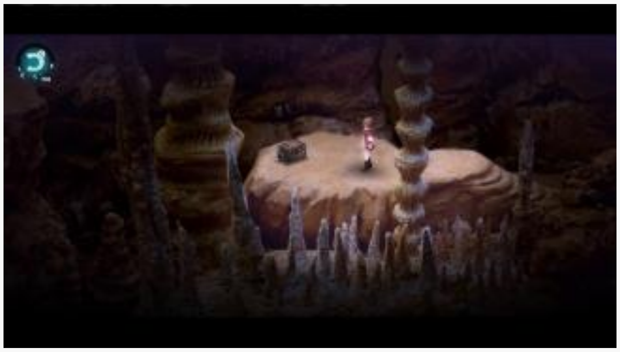
Anyway, this place is easy **BUT** there's a huge caveat to this place. There are tons of enemies (the bosses included) where you can only attack them with 1 element. I am not kidding. There are regular enemies that you can only damage by using light spells, others with only dark spells, and other with just ice. Yes you can still hurt them with other attacks, but every other element will have 20% damage.

This basically means that the characters you can use in here is limited. Keep your eye on the enemy weaknesses to have an easier time. The boss works similar to this, but we'll get to him once we get to him. Thankfully everything has low HP so you won't suffer that much.

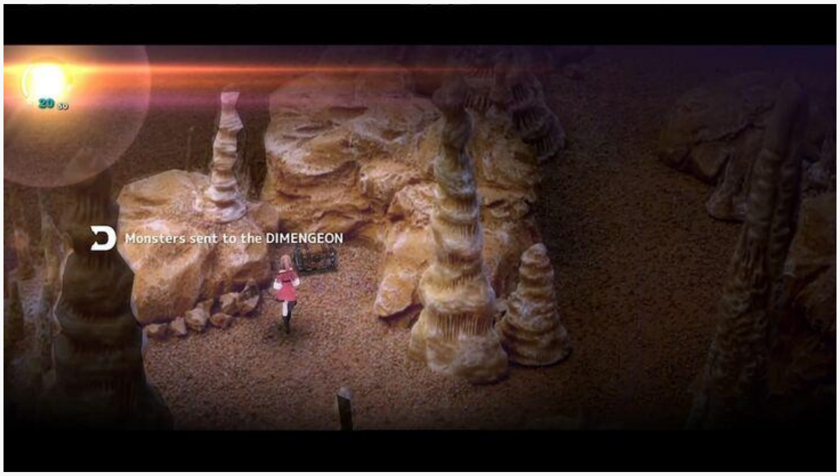
From the entrance start making your way deeper into the cave. When the camera changes keep an eye on the lower side of the screen to find a chest with **Ether L**.



Continue going in and you'll reach a split. Follow the top path first, squeeze through the crack in the wall in the back and you'll reach a chest with **Chaos Clay x2** inside.

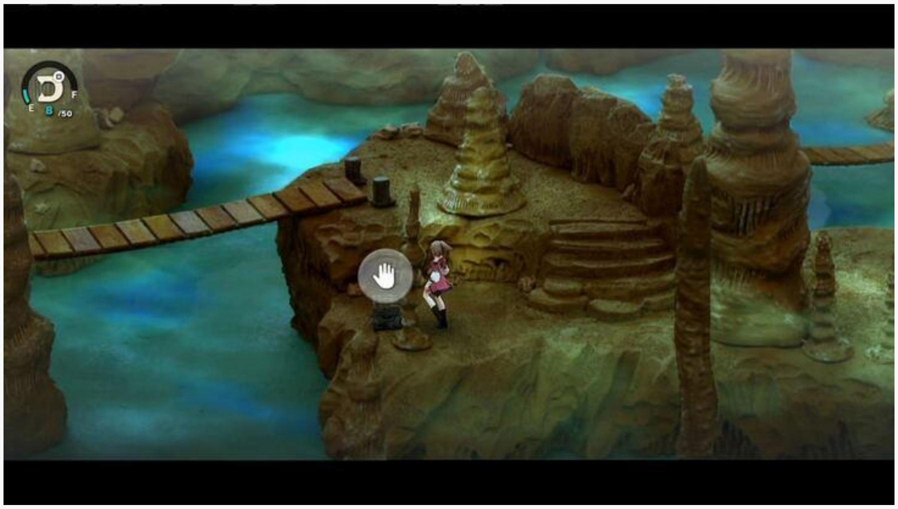



Return and follow the bottom path only to have another split immediately. Follow the bottom left path towards the entrance and you'll reach yet another chest, this one with **Chaos Clay**.

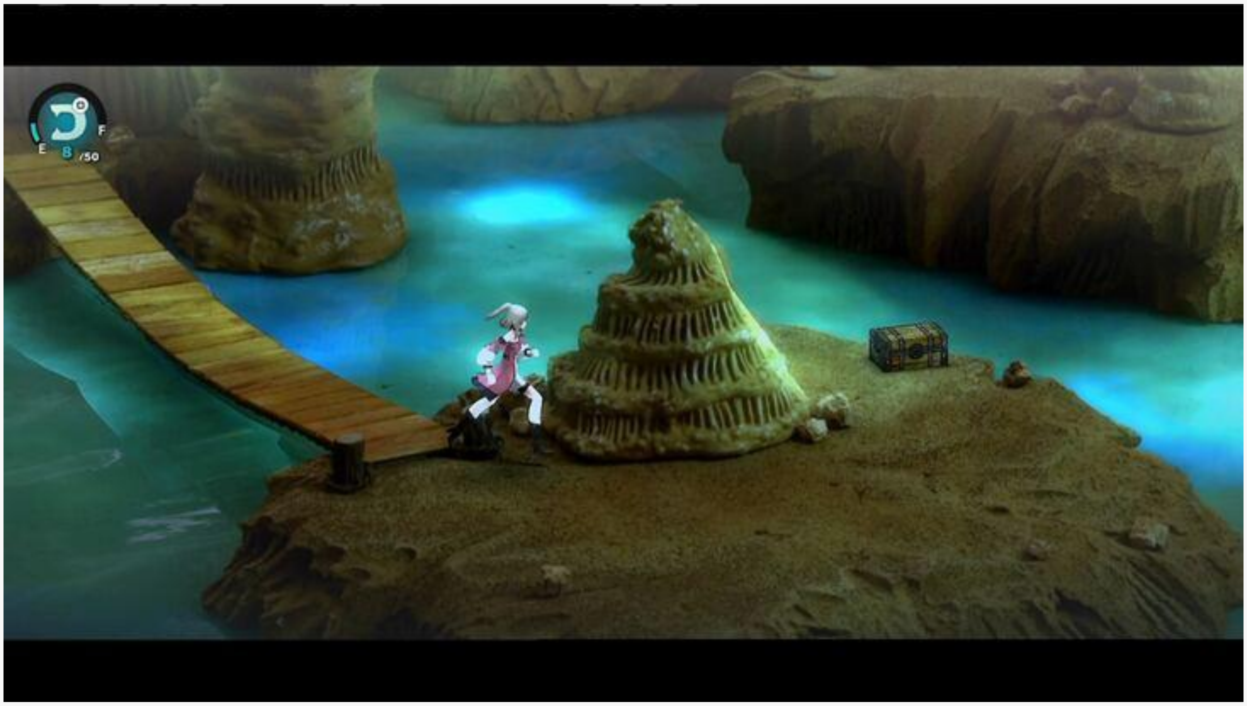


Return and follow the other path now. This takes you across a wooden bridge and into the next area.

We are in the LImestone Cavern part of the dungeon. This is full of little islands and they're connected by little bridges. Cross the first bridge first to a larger island and from here cross the bridge going up first to find a lone chest here with **Order Motes x2**.



Return and continue making your way and you'll reach a little split. Follow the bridge to the right first to find a chest at the very end with **Large Jade**.



Return to the previous split and cross the bridge going up now until you raech the next area, which is the last one. There's a save point as you enter. Heal up, save your game, and prepare yourself by reading the strat below. This fight is very different from any other fight we've had thus far so make sure to read up to prepare yourself.

When ready, simply move forward to trigger a scene with the knights that were preventing us from entering. Time to take the trial and see if Cheryl has what it takes to become Queen.

UNYIELDING KNIGHT

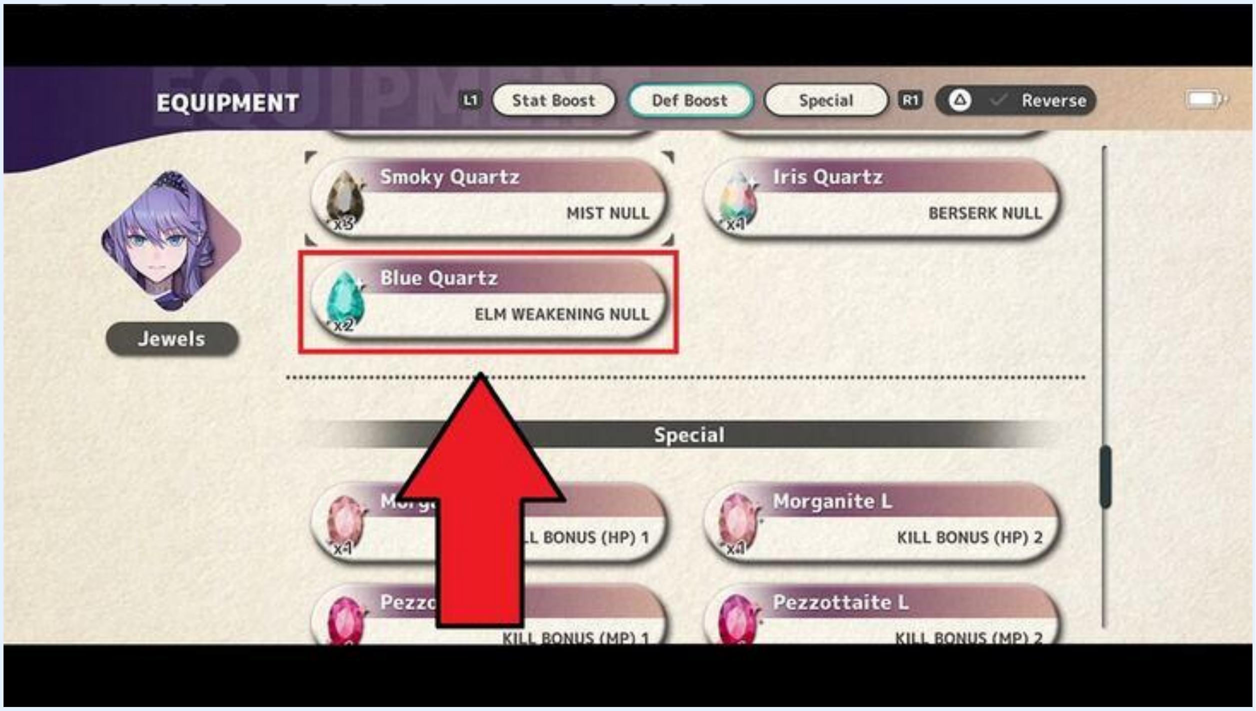
NAME	HP	🗡	🛡
Unyielding Knight	15000	300	500
Ancestral Knight	30000	480	328
Veteran Knight	10000	394	328

The Unyielding Knights and the rest of the knights behind him look very intimidating, probably due to the sheer amount of enemies you have to fight at once, but don't worry, this fight is more of a puzzle than a fight itself.

So what do I mean by a puzzle? Yes, remember those knights that are behind the main guy? You fought them on your way here so you know their gimmick: they only have one element they're weak against and all the other elements to little to no damage to them. That's the puzzle of this fight. Before talk about that, let me say that this is a 2 phase fight.

You'll be fighting technically 2 fights back to back without leaving the fight arena, so let's change things up a bit. Instead of me talking about the first boss, then giving you my recommendations, let's flip them. I'll tell you first what you should definitely bring to the fight, what characters to use, etc. THEN we talk about the bosses. This is mostly because of the 2 phases, which makes this fight rather long.

That being said, let me start by saying that both Kina and Cheryl are a must in this fight. You are forced to use them both (not just Cheryl as I once thought) so you're covered in both Holy, Dark, and Ice magic damage. Something very important that you should equip right off the bat is a **Blue Quartz** for both Kina and Cheryl. I only had 2 at this point so I equipped them to the 2 that are forced to stay. The boss in both of its phases loves to lower your elemental affinity and make you weak to Light, Dark, and/or Fire. This lets them deal 1.5x the damage they would normally deal (if an attack would deal 1000, if you're weak to it it would deal around 1500). These are EXTREMELY important so make sure to equip them!


EQUIPMENT
L1
Stat Boost
Def Boost
Special
R1
Reverse
Jewels
Smoky Quartz
MIST NULL
x3
Iris Quartz
BERSERK NULL
x4
Blue Quartz
ELM WEAKENING NULL
x2
Special
L BONUS (HP) 1
x4
Morganite L
KILL BONUS (HP) 2
x4
Pezzottaite L
KILL BONUS (MP) 1
KILL BONUS (MP) 2

So Cheryl should have a Ruby and the Blue Quartz equipped. Of course the best weapon and armor you have give it to her. As for Kina, an Blue Quartz as well and whatever else you want. MP UP is great so you don't have to waste turns using Ethers.

For your third character, you'll most likely be switching between Valrika and her Ice/Dark spells, and Zinikr and his Holy Punch. Since Kina will be most likely busy healing, you'll need someone to deal with the elemental knights.

Now let's talk about the boss and the phases. In the first phase, you'll have the boss himself alongside 6 other elemental knights. They are the same ones you fought during the dungeon. They do have 1000 HP more (a total of 4000) but the thing here is that they don't attack... normally.

What you want to do during this first fight is to have Cheryl do nothing by attack using Knight Impact EX. Cheryl is the only party member that can actually damage the Unyielding Knight, which is the reason why he has so little HP. For this reason you'll want to give Cheryl a Ruby, the bigger the better. If you have an XL already give it to her. She needs all the ATK she can get. Have her use Concentrate to increase her odds of getting Critical Hits to make your life easier.

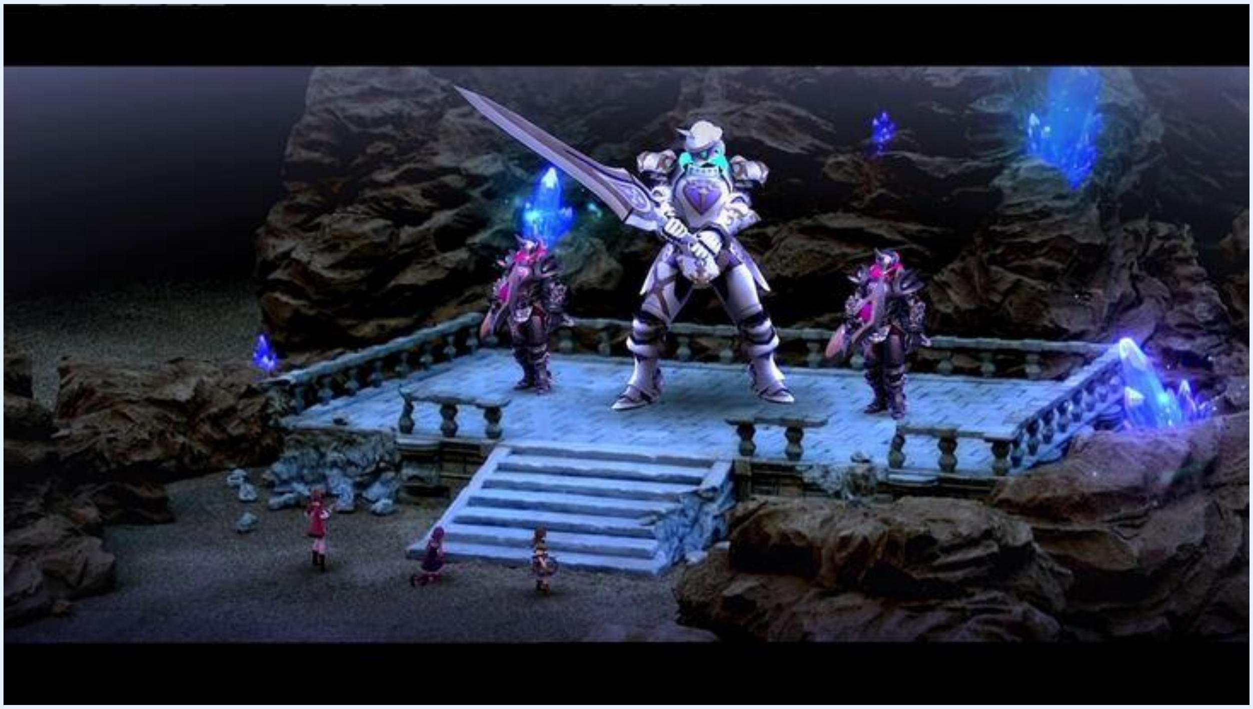
For Kina and your third party member, have them focus on the elemental enemies in the back. The reason you want to do this is because once the Unyielding Knight's turn comes, he orders an **All-out attack**. This makes all the knights that are still alive to attack your party members randomly. It's weird because it seems like they like to attack the same party member over and over, and each attack hits for around 1300 dmg. Yes, they hurt, and the more elemental knights that are still alive the more damage you're going to take.

The bad thing about all this is that... the knights will come back to life afterwards. Yep, after the attack they'll just come back to life. They will always be randomized so you won't have 2/2/2 of each element. You can have 2 light, 4 dark, and no fire for example. This is how they'll keep you busy during the first phase, and that's all they do.

Well, there's one more thing they do, and that is that they lower your elemental resistance. The Unyielding Knight will slam his shield on the ground and it'll lower your elemental defense, of all your party. This is bad because, like I said above, you'll take a lot more damage from these guys. Kina and Cheryl should be fine, but your third party member will get these debuffs so keep them safe and healed.

This first phase will be slow, but the next phase is something else.

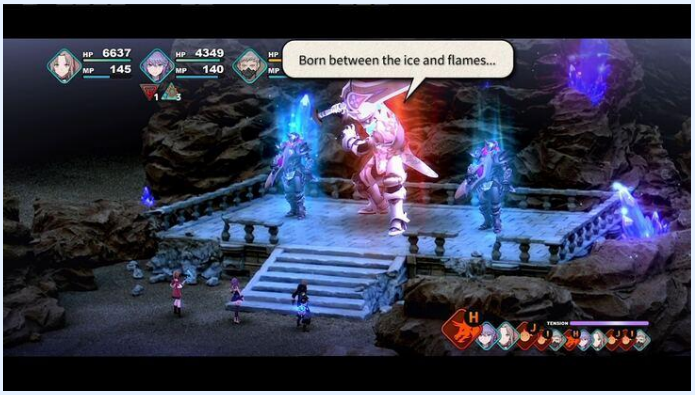
Phase 2 comes around as soon as you "defeat" the boss once. This time around you have only 3 enemies, your Unyielding in the middle (which is now called Ancestral Knight) and a pair of Veteran Knight.



These are all weak to physical attacks (they absorb every other kind of attack) and, unlike the previous phase, your other party members can now help damage them. But still, with such little HP there should be a trick right? Yes, there is a trick to this fight. Remember in the previous phase how the fallen knights would get revived? The same thing here. Even the big Ancestral Knight will get revived if you kill him. They revive with half of their original HP, which is still quite a bit.

So the gist of this fight is that you HAVE to kill all 3 enemies at the same time. For that reason you want to scan them to reveal their HP and keep a close eye on them. Lower their HP little by little and finish them all off with your most powerful attack. In my case it was Cheryl's Knight Impact with Concentrate and ATK up. This dealt around 2500 dmg. to all 3, ending the fight.

Ok, so let's talk about what's going on with these guys. The Veteran Knights attack for around 1600 dmg. each. Not bad at all. The Ancestral Knight, what he does when his turn comes up is that he gives a little "buff" to himself and the other 2 where they change their elemental affinity. You'll see that they have this outer glow.

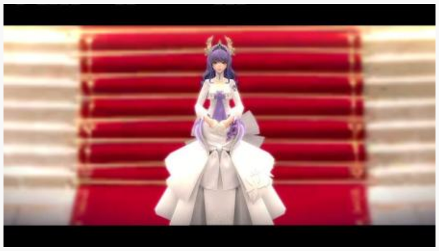


This pretty much means that they'll start being weak to the opposite element of their glow. In the image above, for example, the blue guys are weak to fire now while the Ancestral Knight is weak to ice. They absorb everything else, including physical attacks. For this you simply want to go for elemental attacks. Leo is the only one that has fire attacks so you might want to keep him in the party for this.

During this part where they have this change in elemental affinity, the Veteran Knights will start using a spell attack that hits for around the same as their regular attacks, around 1600 dmg., but if you are weak to the spell then it'll be dealing around 2400+ dmg. Pretty significant, huh? As for the Ancestral Knight, he'll use a spell that hits all party members (name changes depending on his actual element at the time) for around 2200 dmg., 3300 with the weakness. You can see here why you want to equip those jewels!

They go from ice/fire to light/dark in their next turn. They will also start casting their spell to lower your elemental weaknesses, but with your jewel equipped you should be mostly safe.

After the fight we'll have a long scene where we see Cheryl go through her coronation. Gotta say, she looks beautiful with long hair.



During the scenes we'll get the **Royal Ring**, which seems to be Cheryl's best weapon. It lowers her MP to DRASTICALLY increase her HP, which is much needed.

And with that we've finished Cheryl's story. Continue to the next page to see where we're going next!

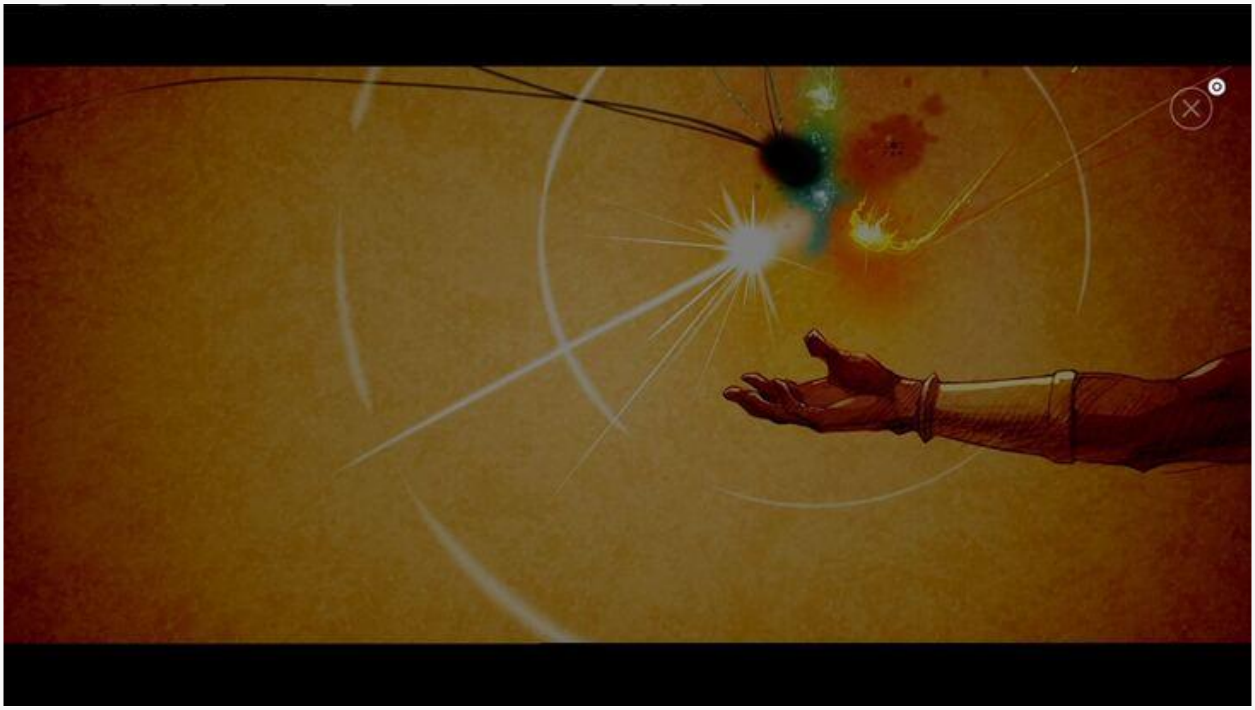
The Six Elements

Ok, shall we proceed to the God Realm? Let's do this!

Warp back to Valrika's Laboratory and head through the door behind the mirror/screen in the center. Approach the device in the back and examine to trigger a scene. Our party begins to prepare themselves mentally to go to the God Realm and take out Jas.

We'll eventually end up in a new area called **Communication Network**. This place is what's going to take us to the God Realm... at least that's what we hope for.

As we enter the scene from before will continue and Prickle will examine a purple glow. We'll have a little backstory of Vam and that he left behind some marks in the Human Realm, each with a kind of element to maintain universal balance.



After that we are shown what these marks are. YES! Remember we've been seeing these all over the place? Well, it's finally time for us to go to them and see what we can find inside.

The rest of this page will be dedicated to these, their locations, their inner labyrinths, and their bosses. Have fun!

NOTES

There are several things you should know about these trials. Each trial, as their name suggest, will be focused on one element and hence you'll be fighting during these trials enemies that are obviously weak to the counterpart element:

- Fire - Ice
- Lightning - Earth
- Light - Dark

This goes for both the regular enemies, and the boss at the end. As such, they'll be using the element of the trial, which makes having jewels that protect you against that element really useful. They're not needed, but my god do they help in keeping you alive.

Another important note is that these "dungeons" are like nothing you've seen before. These are literal labyrinths and you're playing... in first person. I swear, it feels like we're playing old-school RPGs, or even newer ones like Etrian Odyssey. Anyway, there's literally nothing in here but a couple of chests and make your way to the boss. You can easily do that by following your map. This is better than me just writing: "Go left, then left, right, left at the next split... etc.".

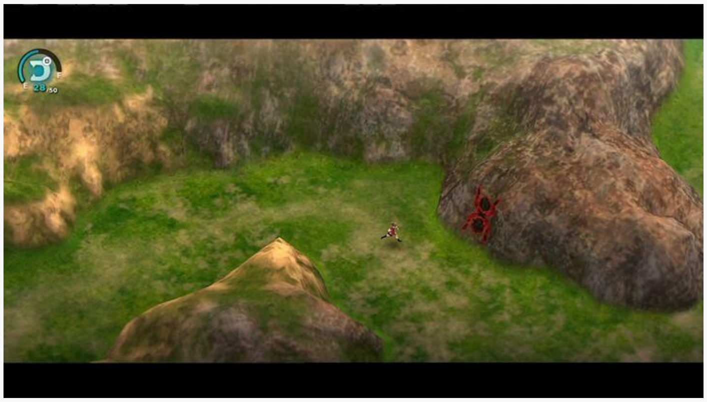
I will leave below an image with the locations of all the chests in each trial so you can just go get them and you can avoid the dead ends.

You can also find in here **Key Orblings** that have Chaos Keys. It's the first time we've found them so make sure to focus on these little critters when you see them. Speaking of enemies, you can also find **Funi** in here. If you give them the items they are requesting they will give you a jewel that helps you in these dungeons.

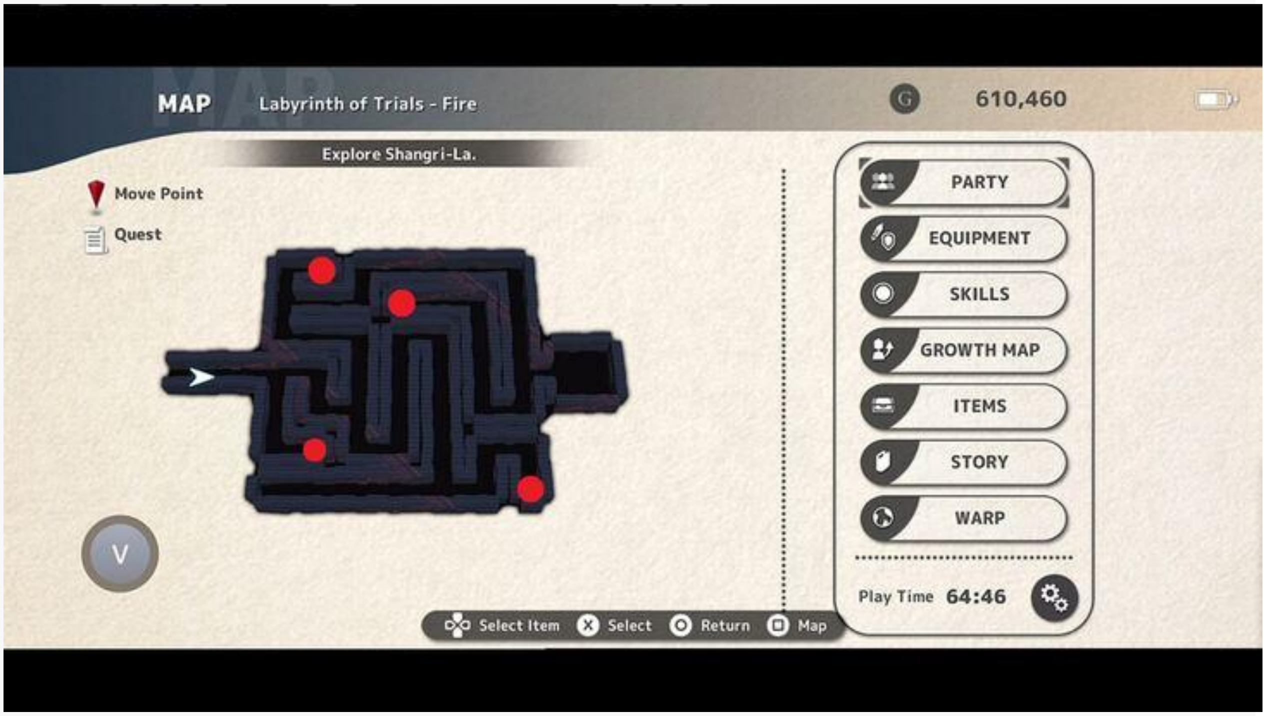
ONE LAST IMPORTANT NOTE! You cannot save in there. There are no save crystals so you'll have to save outside. It's a smart thing to just go in to get all the chests, head back out, heal up, save your game, and head back in directly to the boss. The nice thing, however, is that if you fail to defeat the boss the game will leave you in front of it, allowing you to try again or leave. Note that you'll probably have to do all your preparation/healing again once inside (if you did it prior to the boss), but it's better than losing all your progress, eh?

Trial of Fire

Let us begin with the Trial of Fire. This is the first one we ever came across. You can find this one right outside The Southern Forest. Warp to the Forest's entrance and leave to find it nearby.



It will ask you if you want to undergo the Trial. Head inside. The map will be down below.


MAP
Labyrinth of Trials - Fire
610,460
Explore Shangri-La.
Move Point
Quest
V
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 64:46
Select Item
Select
Return
Map

You get **SP Capsule, Order Motes, SP Capsule, and Chaos Clay** from the chests.

Once you get to the end, prepare yourself and approach the chest to trigger your boss fight.

VENOM SALAMANDER

NAME	HP	🗡	🛡
Venom Salamander	150000	704	317

The guardian of the Fire Trial is a boss that we've already fought. If you remember, we fought this boss, the **Salamander**, back in the Toy Box in Vence.

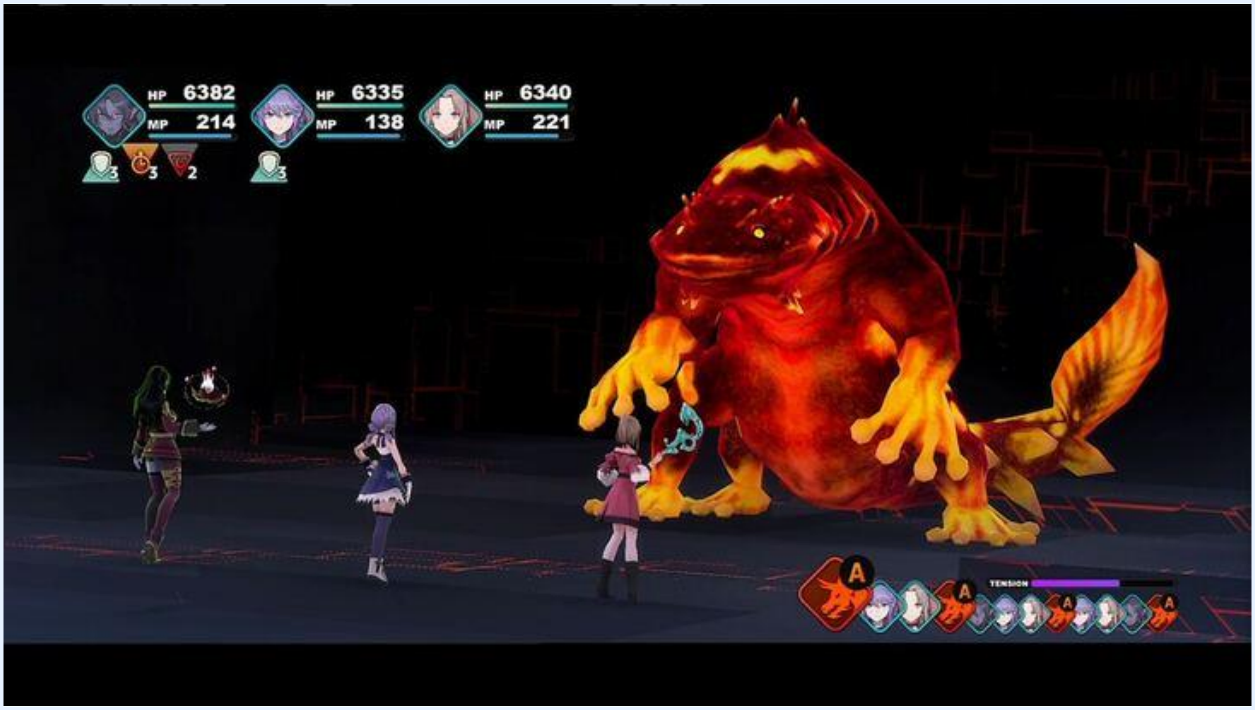
The fight, luckily enough, remains the same. I'll leave them down below so you can see what they do.

- **Flammable Mucus**: hits one character for around 2200 damage and inflicts slow and fire resist down.
- **Tail Slash**: hits all 3 party members for a little over 3700 damage.
- **Flare**: strong fire attack that deals around 3800 damage to one character (with a Garnet L equipped).
- **Ground Flare**: strong fire attack that deals around 1600 damage to all characters.
- **Fire Field**: changes the background to give fire spells a boost in damage.

As you can tell, exactly the same attacks but named differently. If you take a closer look, there are 2 targets in this boss: the body and the tail. The tail has 30000 HP (which is still part of the boss's overall 150000 HP) and you want to destroy the tail ASAP. The reason for this is that the boss uses its tail to do his Tail Slash attack that hits pretty hard to all party members.

You want to take care of it as soon as you can to avoid taking tons of damage and for this you'll want to use Valrika's Ice spell, as well as Cheryl's Ice Strike. These attacks are the ones that do the most damage and can go around the body so make sure to bring them out.

During the fight, there will be a Mode Change. During this mode, the Venom Salamander will stand up on its back feet.



While standing up, he'll reveal his weak spot, his belly. Attack him while standing up to deal TONS of damage. Stop attacking the tail (if you haven't taken care of it yet) and focus on the belly. Take advantage of the increase in damage you do. Both Ice and Ice Strike will be dealing the most damage.

While standing up, he'll start using mostly attacks like Flare and Mucus, but you'll want to be careful because, after a couple of turns, he'll have fire come out of his back and perform Ground Flare, an extremely powerful fire attack that deals around 6000 damage to all characters. Yes, 6000+ to every character. This is his most dangerous attack and you want to make sure you're at max health before he pulls off this attack. Of course ATK down on the boss and DEF up on you (as well as Barrier) are big helps. If worse comes to worst, have Kina guard to lower the damage and use her Tension Skill afterwards to revive all party members.

The fight continues the same from here on out. Lots of fire attacks and some slow status ailments. Around halfway through the fight he'll use Fire Field to increase his fire attacks. This will make your healer work overtime, but overall, it's not that hard of a boss fight, but it can be if you let him.

For this fight it's highly recommended that you equip Garnets, the bigger the better. I had 3 Garnet L so that helped out a bunch. As for your party, Valrika and Cheryl are a must so you can easily exploit the boss's weakness to ice. Your third party member I recommend you switch between Kina and Ez.

Ez as always is great for his support and buffs to the party, while Kina is a fantastic healer. Prickle is also fantastic to heal.

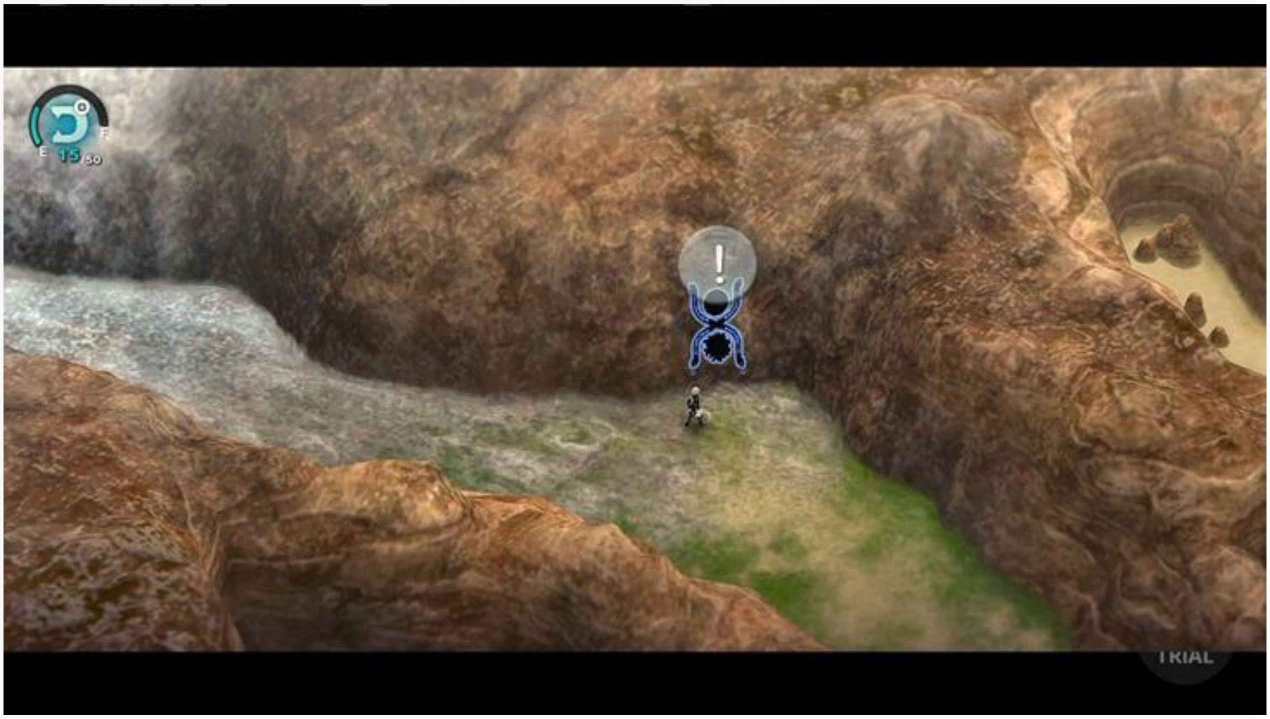
It's a bit help if you have Valrika cast ATK down on the boss to lower the damage you take, but it's worth noting that you CAN inflict Mist on this guy, and both Valrika and Cheryl can cast it. Make sure to use it so you can avoid a lot of attacks. Also, to counteract his Mucus attack, Kina and Prickle's Resist spell gets rid of both slow and elemental resist down so make sure to use it.

After the fight you'll obtain the **Flame Codex**. This unlocks a gate on the Growth Map of all those that have Fire abilities... only Leo. Nice! Feel free to exit the labyrinth afterwards.

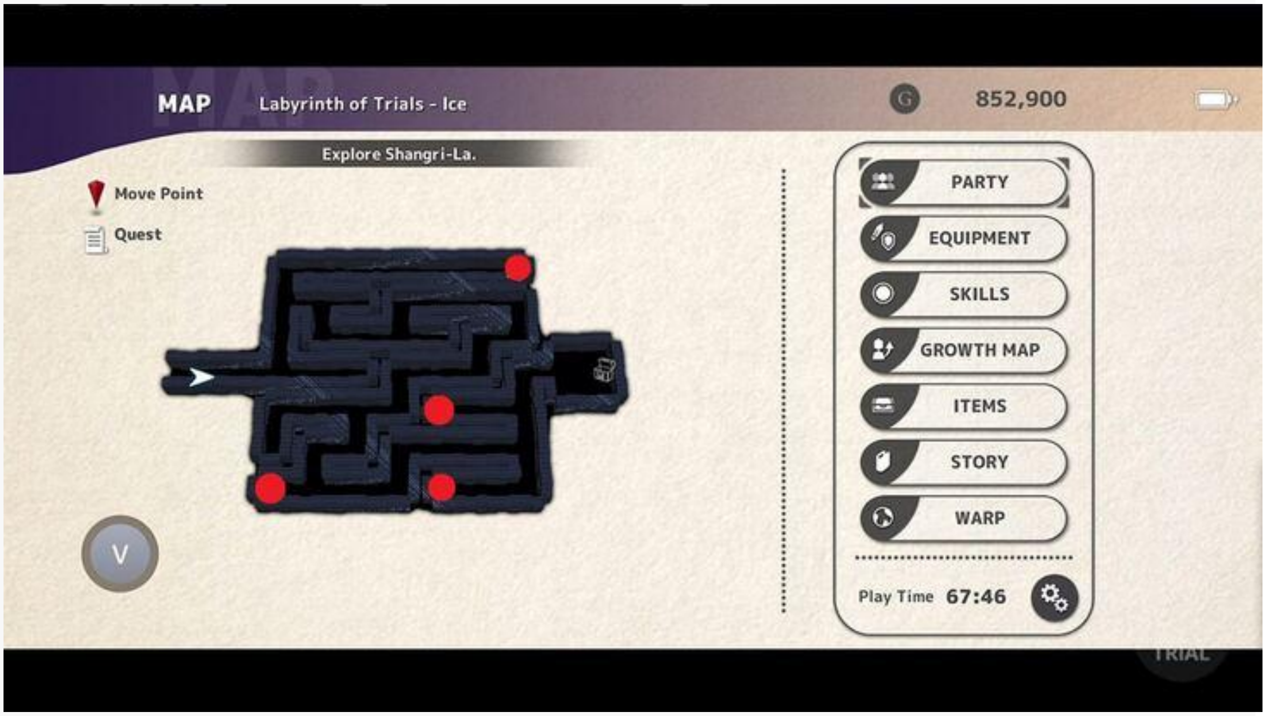
Go ahead and proceed to another trial. They're all here so pick your poison!

Trial of Ice

Time for the Trial of Ice. You can find this one on the path to the Frozen Tundra. Warp to the entrance and leave to find it nearby.



It will ask you if you want to undergo the Trial. Head inside. The map will be down below.



You get **Order Motes, Elixir, SP Capsule, Ether L x3** from the chests.

Once you get to the end, prepare yourself and approach the chest to trigger your boss fight.

FROSTIAN

NAME	HP	🗡	🛡
Frostian	160000	871	317

Remember this boss? We fought this same exact boss back in Maxi Toy Box, the one that's behind Leo's house in Vibra.

Thankfully for us, this boss is the same exact as before, and I mean that. I don't recall seeing any new attacks from this boss. Being that this is the boss of ice, Leo is a MUST for this fight as he's the only one that can use Fire attacks. Although you don't need it, finishing the Fire Trial first is a bit help because it unlocks Flare Slash, an attack that's the same as Fire Slash, but uses a whopping 30 MP and hits a line of enemies. In this case, for around 10000 each.

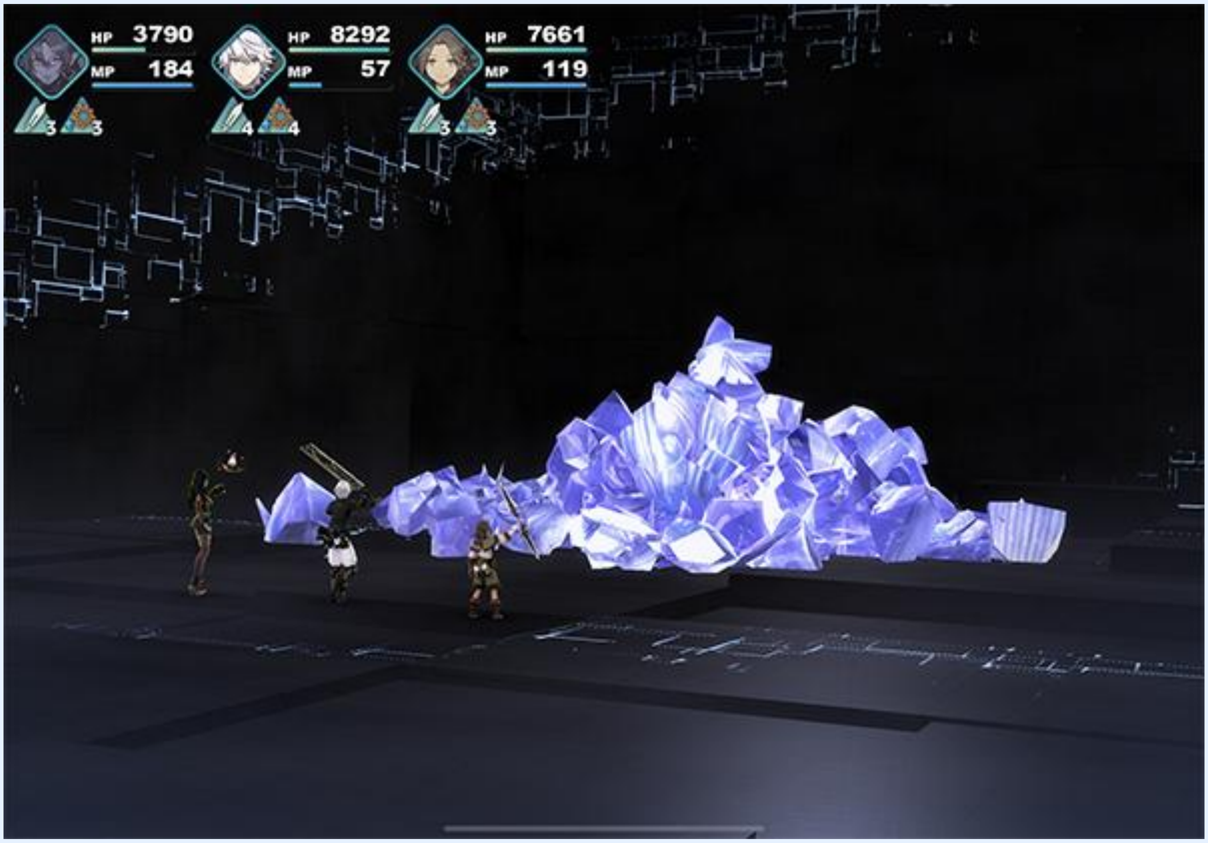
Yes, this is important (although not necessary) because of Frostian's strongest attack, **Eternal Blizzard**. At this point you must be pretty used to these attacks: she summons several Ice Pillars and you have to destroy these before her turn comes. If you don't, then the more of them you didn't destroy the stronger the attack. This sounds bad, but it's not really. She starts by summoning 5 Ice Pillars, but as the fight goes on she ends up summoning **9** of these at a time. Yes, NINE! Perfect moment here to use Leo's Tension Skill to destroy them all. This attack, with 2 of them still up, did around 1600 dmg. to all party members. That's literally nothing.

As for her other attacks, she hits one character with an ice attack (looks like she blows on them) and its for around 2000 dmg., which isn't too bad. Another one is **Ice Spike**, an attack that hits all party members 3 times for around 600-700 dmg. each hit. She also still has her Ice Field, which buffs her attacks a little bit.

Of course for this fight you'll want to bring Sapphire L jewels equipped on your 3 main characters. You should have them by now, but if you don't you can always fight Funi enemies in here and they'll drop them if you power them up completely. As for secondary jewel, anything that tickles your fancy really. As far as I could tell there are no status ailments going on in this fight, which makes it 1000 times easier in my opinion.

My party consisted mostly of Leo and Kina, swapping the 3rd slot between Valrika and Ez. The former is great for using ATK and DEF down, and Arrow Rain when possible. Ez on the other hand, is fantastic for buffing your own party. ATK, DEF, SPD up are all magnificent in this fight. For Leo, have him cast nothing but Fire Samidare over and over on the boss, but also make sure to use Concentrate to really buff up his chance for critical hits. When those Ice Pillars appear, if you can use your Flare Slash to destroy 2 lines of these pillars, but once you see 9 of them coming out use your Tension Skill to destroy them all. Kina can stick to healing and casting Barrier All, or swap her out for Tan when you don't need healing to bring a little bit more damage.

Overall, this was a pretty easy boss, considering other bosses you fight during these trials are literal nightmares.

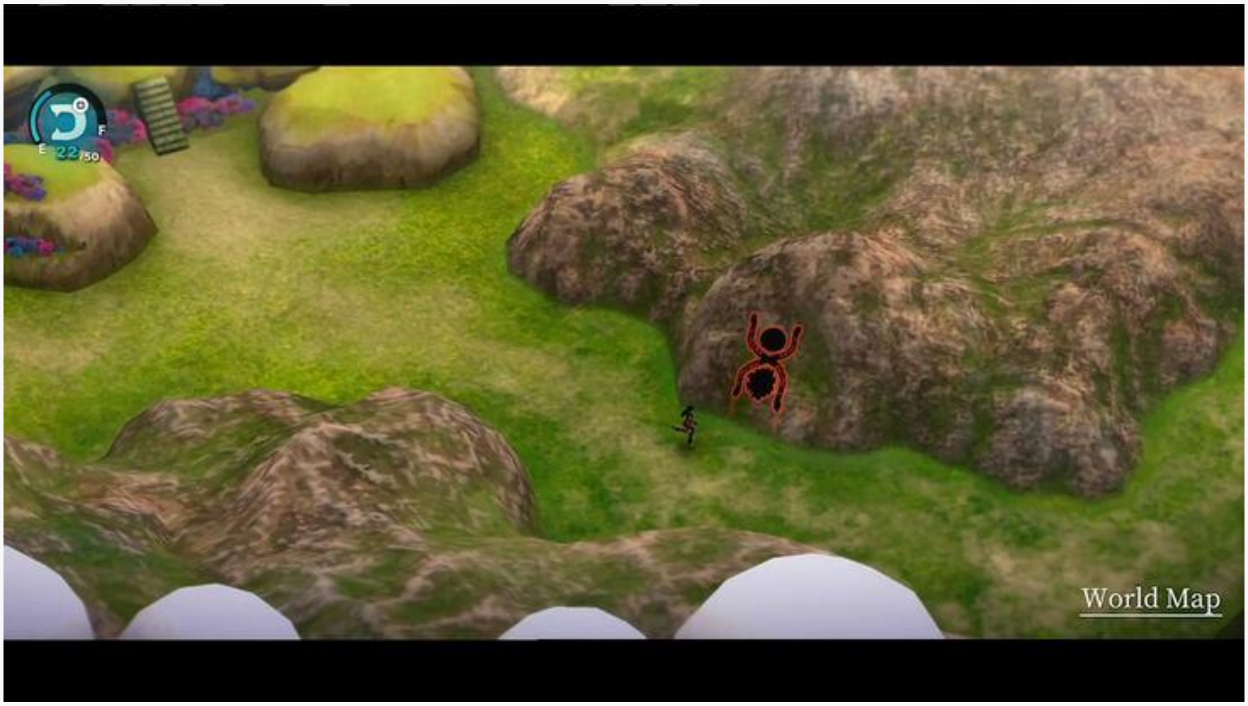


After the fight you'll obtain the **Frost Codex**. This unlocks a gate on the Growth Map of all those that have Ice abilities. That means both Cheryl and Valrika will get some great abilities (especially Cheryl). Feel free to exit the labyrinth afterwards.

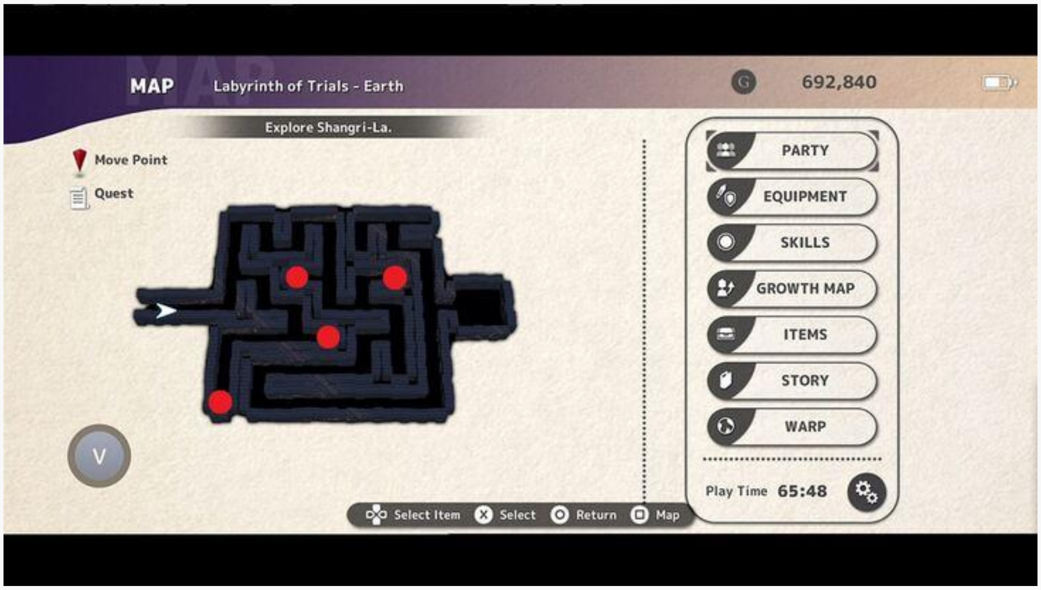
Go ahead and proceed to the next Trial.

Trial of Earth

Time for the Trial of Earth. You can find this one right outside the Ancient Hill. Warp to the entrance and leave to find it nearby.


22/50
World Map

It will ask you if you want to undergo the Trial. Head inside. The map will be down below.

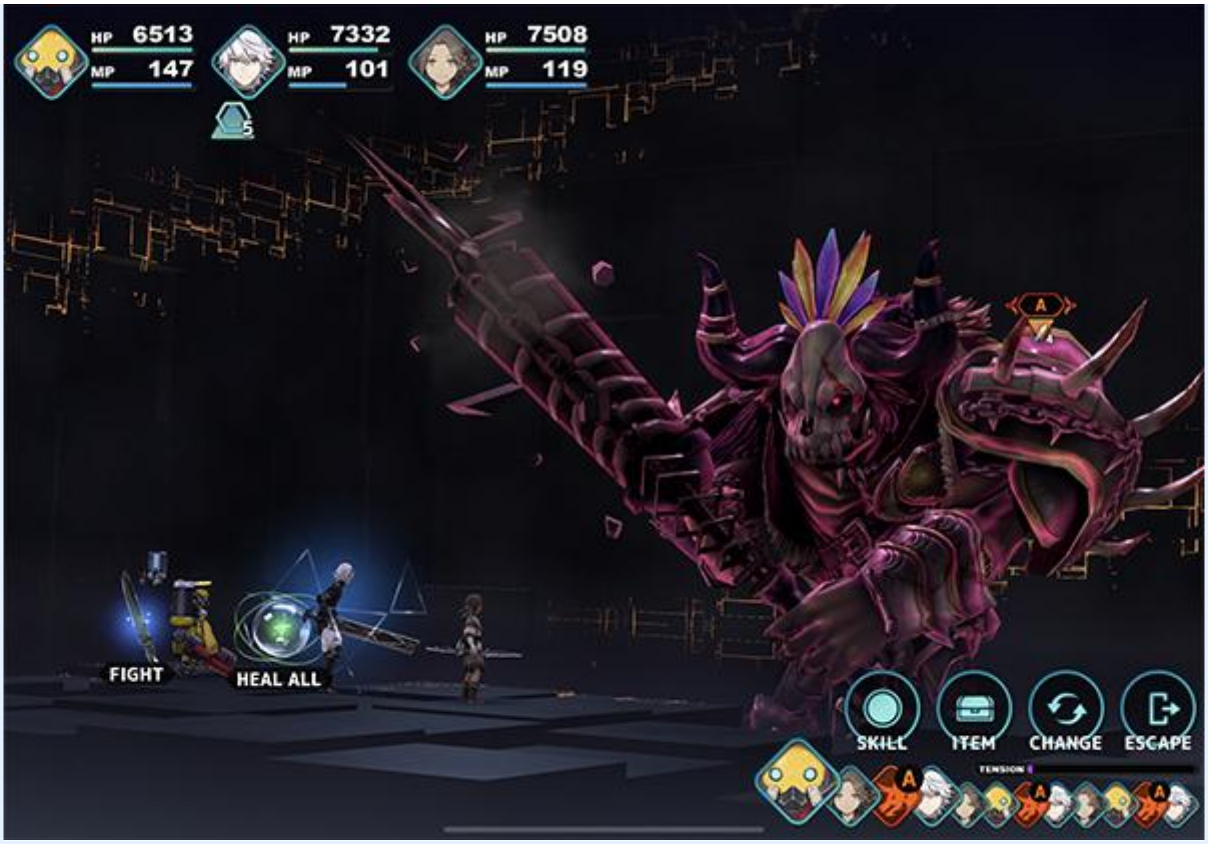

MAP
Labyrinth of Trials - Earth
692,840
Explore Shangri-La.
Move Point
Quest
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 65:48
V
Select Item
Select
Return
Map

You get **Order Motes, Order Motes x2, SP Capsule, Chaos Clay** from the chests.

Once you get to the end, prepare yourself and approach the chest to trigger your boss fight.

GIGA MINOTAURUS

NAME	HP	🗡	🛡
Giga Minotaurus	180000	1000	600



Ok, this boss... took me by surprise. I fought this right after the Venom Salamander and I thought all bosses of the trials were going to be reskins... man was I wrong!

This boss is EXTREMELY dangerous. So dangerous that he'll kill your party in one hit. There are certain things you need to equip in order to survive this fight so let's get on to it.

Let's talk about preparations! For this fight we'll of course want to bring our 2 lightning users, Leo and Prickle. **MAKE ABSOLUTELY SURE** Prickle learns **Frenzy (Lightning)**. This is of utmost importance! Frenzy is normally an attack I avoid to use since it misses a lot, but using this against a single enemy is deadly, especially if the enemy is weak to lightning.

You'll also want Leo to learn his Samidare (Lightning) and the nods that increase the hits. This is very important. As for Kina, have her learn her passive **Miracle & Super Heal**. When you use her Tension Skill to heal up, with this one you'll most likely overheal and end up with something around 9000+ HP, which is pretty nice.

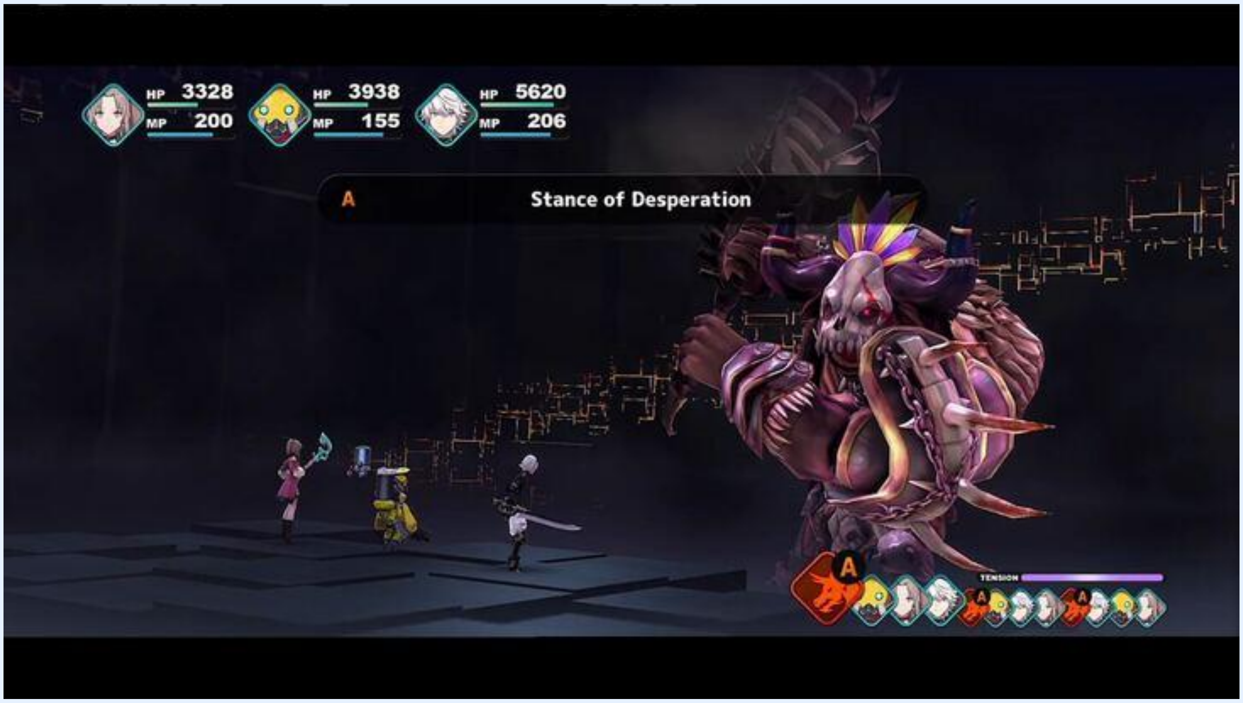
Let's talk about equipment. You'll of course want to equip an **Amber** to each party member, and the bigger the better. Having jewels that increase DEF is also nice, but if you can equip jewels that increase HP and/or MP better. There's one special jewel you need to equip, and that's a **Cat's Eye** on Kina. This is probably the most important thing in the entire fight. If you forget to equip it you won't be able to finish this fight (as far as I know). Try the fight with only one Cat's Eye equipped. If you can't defeat the boss with just one, equip a second one on any other party member and switch them and Kina out before the powerful attack, then swap Kina back in and use her Tension Skill to bring everyone back to life.

The boss himself, let me start by saying that he has a ton of ATK and DEF. Your attacks will look like they're doing little to no damage to him, and with almost 200k HP it seems this fight will take forever.

Let's start by talking about his attacks. His regular attack is imbued with earth and you'll take less damage if you equipped an Amber. Of course this will still hit like a truck, around 4500 per hit WITH the Amber equipped. It can also delay your turn so that sucks. **Intimidate** inflicts ATK, DEF, and SPD down on all party members. This one sucks! The perfect thing for this is to have Kina and Prickle quickly use Resist to get rid of it. Also your barrier protects you from this.

Wipe Out is his party-wide attack that hits for around 2800 earth dmg. This one is on the weaker side but still heal it up as soon as you can.

Now, for his powerful attack, it starts with **Stance of Desperation**. You'll know this is coming because he increases his ATK and immediately changes stance. Once in this stance you'll see that he gives you a ton of turns. This is good because he'll kill you with his powerful attack once his turn comes. This attack is called **Hail Mary** and it dealt between 10000 and 15000 dmg. to my party. Yep, like a said, a party wipe.



This here is the reason why I told you to equip the Cat's Eye jewel. It allows the party member equipped with it to revive once per battle. For this you simply want to take the hit with Kina in your party and once she comes back from the dead have her use her Tension Skill to revive all other party members, and fully heal them. The fight doesn't change much after this, but you need to kill the boss before he uses Hail Mary a second time, unless you equip a second Cat's Eye to any other character. Bring that character out to take the Hail Mary attack and when it comes back to life quickly swap to Kina and use her Tension Skill again.

The boss's Stance of Desperation is what you're waiting for because, similar to other bosses in these trials, you don't normally do much damage to them until they enter this "special" stance. And this time around the damage difference is remarkable. The game knows you won't be able to survive the Hail Mary attack so they let you deal tons of damage to the boss in hopes for you to defeat it before ever seeing the attack. Just so you know, my Samidare went from doing 500~ dmg. to 1400-1500 dmg. per hit! And Samidare hits for 8 times when you fully upgrade it! That's A LOT of damage. Prickle's Frenzy went from 300 dmg. to 1300 dmg per hit, and if you're lucky you'll hit around 15 hits.

Of course, the boss changing stance gives you a ton of turns, and what if you got even more turns? Yes, swap Kina out really quick for Ez and use Quick All. Having Leo and Prickle with haste is fantastic! Ez can even increase their ATK while he's here. Just make sure to have Leo Concentrate to deal even more dmg. Of course you'll want to keep an eye on the turn tracker on the bottom and swap Ez out for Kina once its his last turn.

I managed to get here 4 turns with Leo and 3 with Prickle, and if you do some rough math that's around 48000 dmg. I did with Leo and a little over 58000 with Prickle.

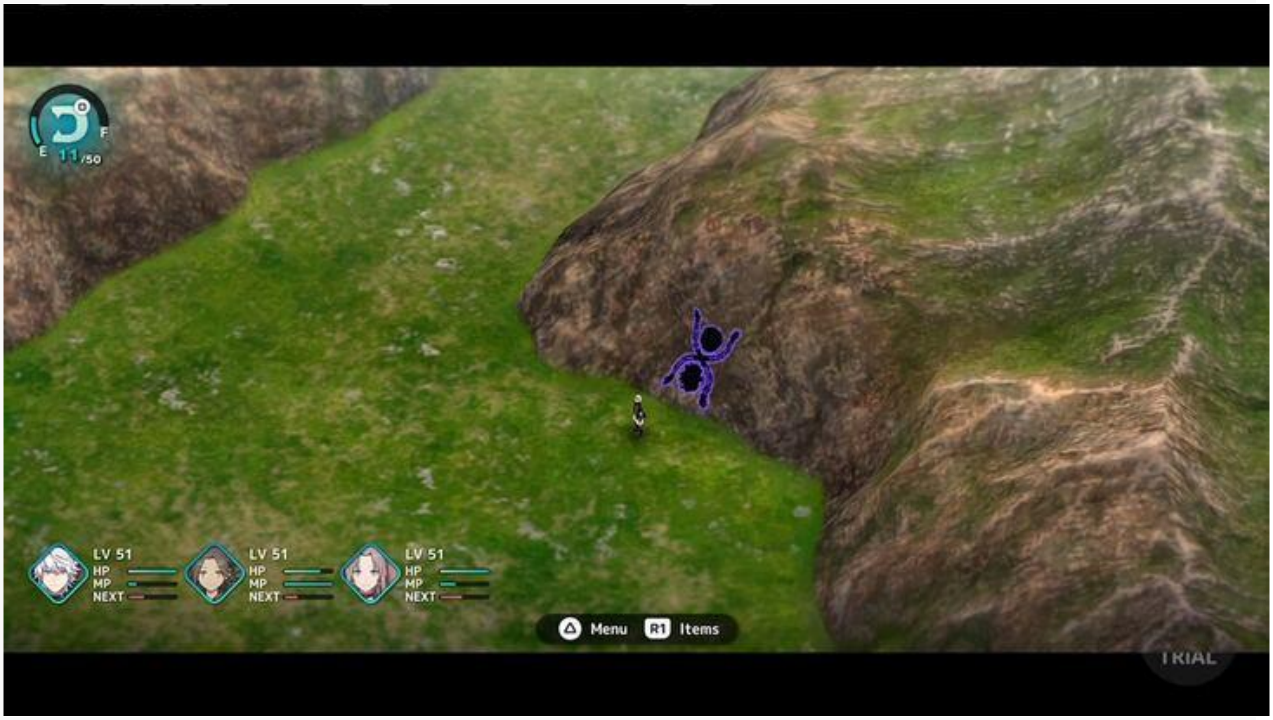
Again, not a tough fight if you know what to do to avoid the boss's Hail Mary attack.

After the fight you'll obtain the **Loam Codex**. This unlocks a gate on the Growth Map of all those that have Earth abilities. That means both Kina and Zinikr will get some great abilities. Feel free to exit the labyrinth afterwards.

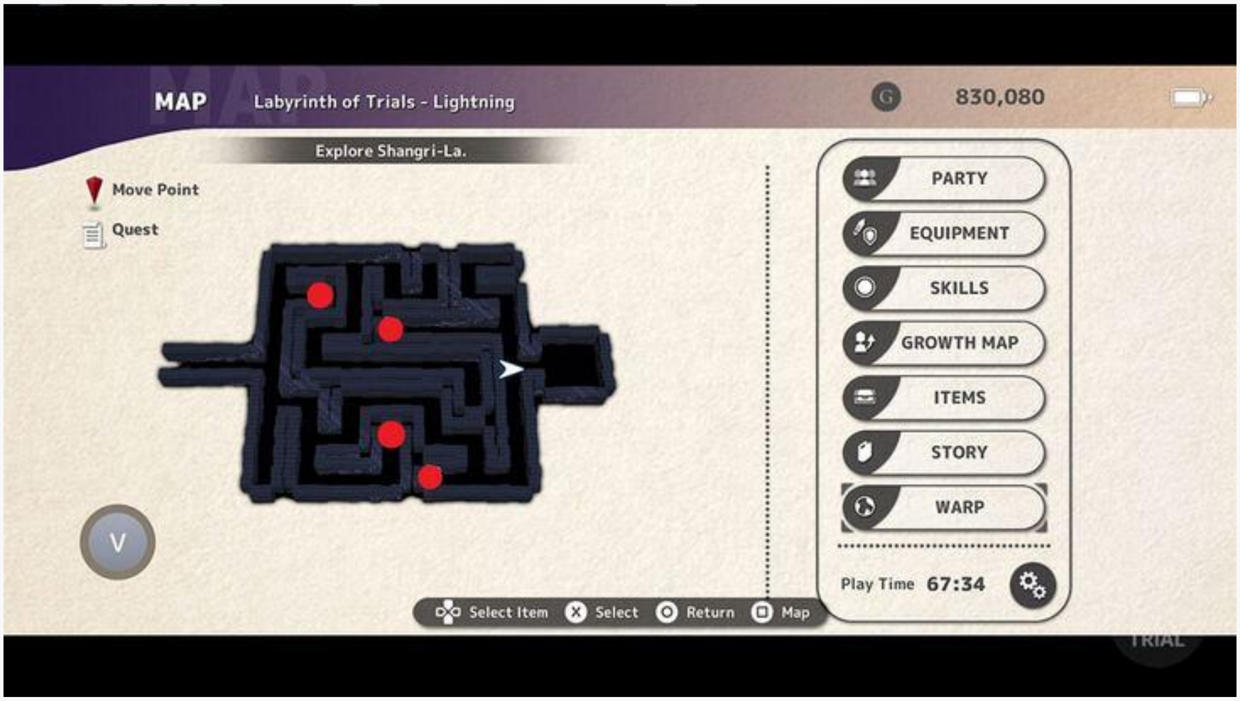
Go ahead and proceed to the next Trial.

Trial of Lightning

Time for the Trial of Lightning. You can find this one south of Falcion Bypath. Warp to the entrance and leave to find it nearby.



It will ask you if you want to undergo the Trial. Head inside. The map will be down below.

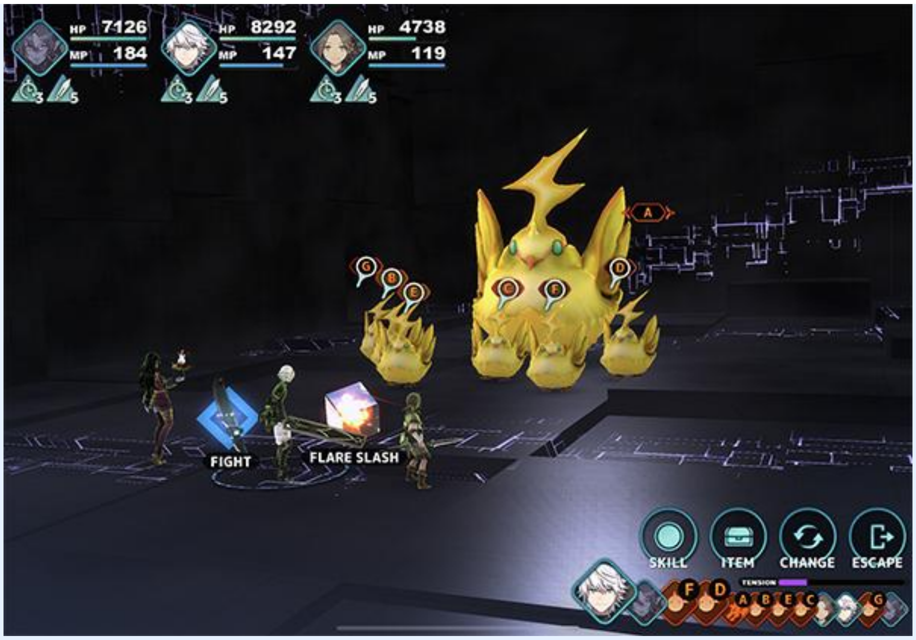

MAP
Labyrinth of Trials - Lightning
830,080
Explore Shangri-La.
Move Point
Quest
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 67:34
V
Select Item
Select
Return
Map
TRIAL

You get **Order Motes, Elixir, SP Capsule, Chaos Clay** from the chests.

Once you get to the end, prepare yourself and approach the chest to trigger your boss fight.

PLASMA WING

NAME	HP	🗡	🛡
Plasma Wing	180000	637	317


HP 7126
MP 184
HP 8292
MP 147
HP 4738
MP 119
A
B
C
D
E
F
G
FIGHT
FLARE SLASH
SKILL
ITEM
CHANGE
ESCAPE
TENSION

We are now going to fight a giant chicken... I'm not kidding! We've got a giant chicken to take care of alongside its little chics.

Ok, this fight is weird I'm not going to lie. We are indeed fighting a gigantic electric chicken and his most used move is **Divide**. This move summons 2 smaller Lightning Wings that have 10000 HP each, but this is at the cost of 20000 HP from the boss. Yes! The boss uses his own HP in order to summon 2 smaller guys.

This is great because you can easily kill these guys (one Samidare Fire +2 is enough to kill one). The one thing is that he can have a max of 6 of them out at a time, and he counters your attacks by summoning them as well. These little guys only use Lightning on one character, and if you have your Amethyst L equipped then it deals around 500-600 dmg. to one character. Really low. Also note that once he reaches something around 30000 HP he'll stop using Divide and you'll have to worry only about him.

Let's talk about his other attacks: his regular beak attack hits for around 3200 dmg., which isn't that much. **Plasma** is his party-wide attack that hits all party members for around 2600 dmg. (if you have the Amethyst L jewels equipped), or around 4500 dmg. without it. Probably one of his most dangerous attacks is **Mini Thunderstorm**. He shoots a little thunderstorm at you that hits for around 3500 dmg., or 6000 if you don't have an Amethyst equipped. Very dangerous.

Being that this is the trial of lightning, make sure to bring your Amethyst L equipped to the fight to lower all lightning damage. There are no status ailments to worry about, which is really nice. I recommend you bring your most powerful attacker, that's Leo for me, especially after getting Flare Slash. You want to keep attacking the little ones (and if you can damage the boss himself that's cool too) so that he can continue using Divide and spend 20000 HP every turn.

Other than Leo, as per usual Ez is great for keeping the party buffed. He can use Hyper Grenades if he can, which deal decent damage as well. As for your third character, Kina/Prickle are great of course to keep your characters healed all the time. Valrika is also amazing with her Arrow Rain.

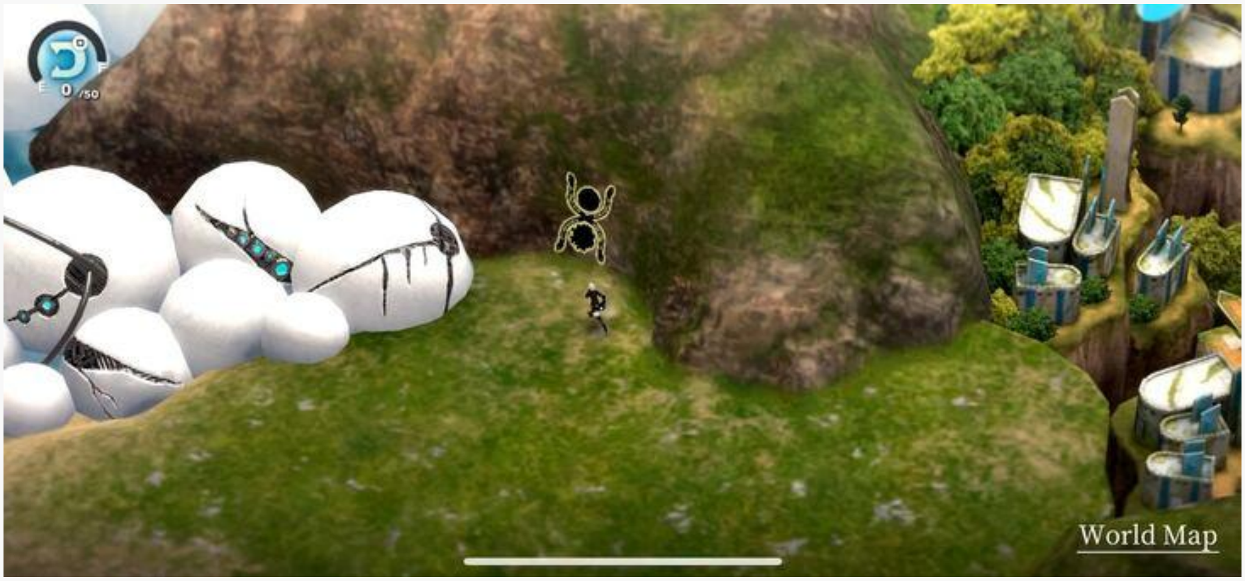
Don't worry too much about weaknesses in this fight since the boss is damaging himself a lot already. Something fantastic to do is to use Zinikr's Meteor attack when there are a ton of the little chics to kill them all in one hit. Really satisfying.

After the fight you'll obtain the **Bolt Codex**. This unlocks a gate on the Growth Map of all those that have Lightning abilities. That means both Prickle and Leo will get some great abilities. Feel free to exit the labyrinth afterwards.

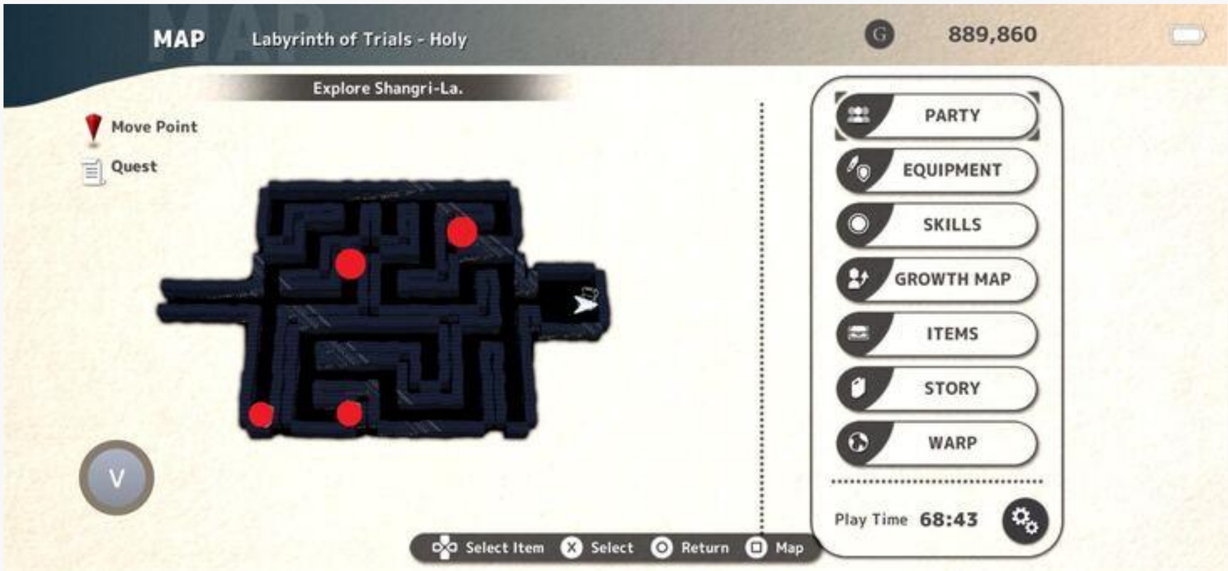
Go ahead and proceed to the next Trial.

Trial of Holy

Time for the Trial of Holy. You can find this one right outside Shangri-La, in the northeastern corner of the world. Warp to the entrance, save your game, and leave to find it nearby.


0 /50
World Map

It will ask you if you want to undergo the Trial. Head inside. The map will be down below.

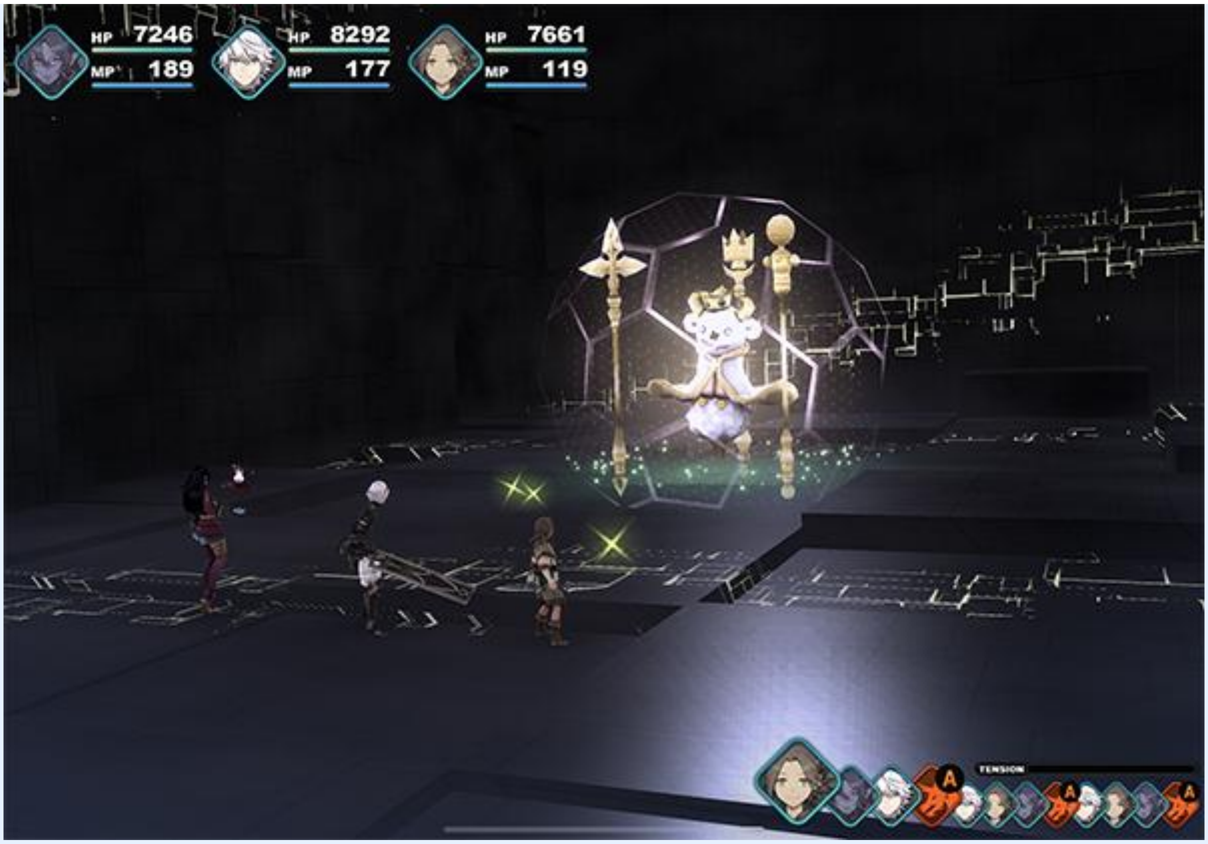

MAP
Labyrinth of Trials - Holy
889,860
Explore Shangri-La.
Move Point
Quest
V
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 68:43
Select Item
Select
Return
Map

You get **Order Motes, Elixir, SP Capsule, Chaos Clay** from the chests.

Once you get to the end, prepare yourself and approach the chest to trigger your boss fight.

RADIANT PUPPET

NAME	HP	🗡	🛡
Radiant Puppet	120000	543	317



Ok, so we've got now the guardian of the Holy Trial. Not going to lie, this is probably the easiest boss out of all the trials, and that makes me very happy.

Nevertheless, let's talk about the boss. To begin with, he likes to use barriers. He always starts the fight with a 5-hit barrier, which isn't too bad. He replaces this barrier every now and then throughout the fight, but once you get him low on HP (around 50000), his barrier will start having 10 hits instead of 5. Of course this can make it harder, but having Leo's Samidare and Valrika's Arrow Rain is amazing. Even you can bring Prickle and use Frenzy to completely destroy it.

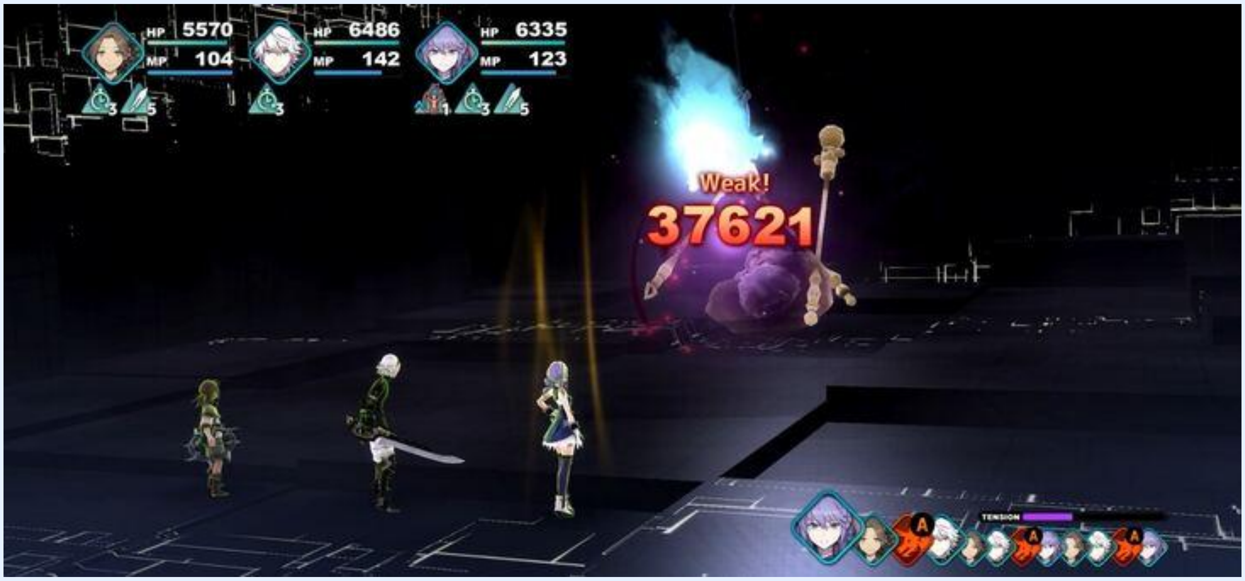
He also likes to summon little minions, little Holy Orblings. These are the same weak enemies you fought throughout the labyrinth so they should go down fairly easy. For me a single use of Valrika's Arrow Rain was enough, and she didn't have ATK up or anything. This is similar to the boss's barrier! He starts with 5 Holy Orblings and once his HP gets low he'll start summoning 10. Sounds crazy, but you can use Vacuum to put them together and have Valrika use her Arrow Rain to kill them all.

For his other attacks, his regular attack hits for around 2700 dmg. without a Diamond equipped and inflicts Holy Resistance Down. Pretty annoying. He can also summon additional weapons that help protect him, so make sure to time your attacks in between the weapons. These additional weapons also double his attacks, so instead of hitting you one, now he hits twice.

For this fight, of course you want to equip your Diamond Ls to protect you againt light attacks. This is important. There are no status ailments so you can equip jewels to boost your ATK, DEF, MP, etc. If you don't have enough Diamonds, fight the Funi in this labyrinth to get some.

As for party, I recommend Ez (as per usual), Cheryl, and Leo/Valrika. Ez should do his usual Quick Up All and all the other buffs, while Leo/Valrika focus on attacking the boss AND using ATK and DEF down on the boss. Chery will be your damage dealer this time. If you finished the Trial of Dark by this point then you'll want to use Darkness Strike, but if you haven't simply using Dark Strike should suffice.

For Cheryl you'll also want to learn **Charge**, and the passive past it that allows her to charge twice. You want this because having Cheryl Charge twice, give her ATK up, and give the boss DEF down and if you use Darkness Strike you can do a ton of damage! I managed to do over 37000 dmg. in one hit.



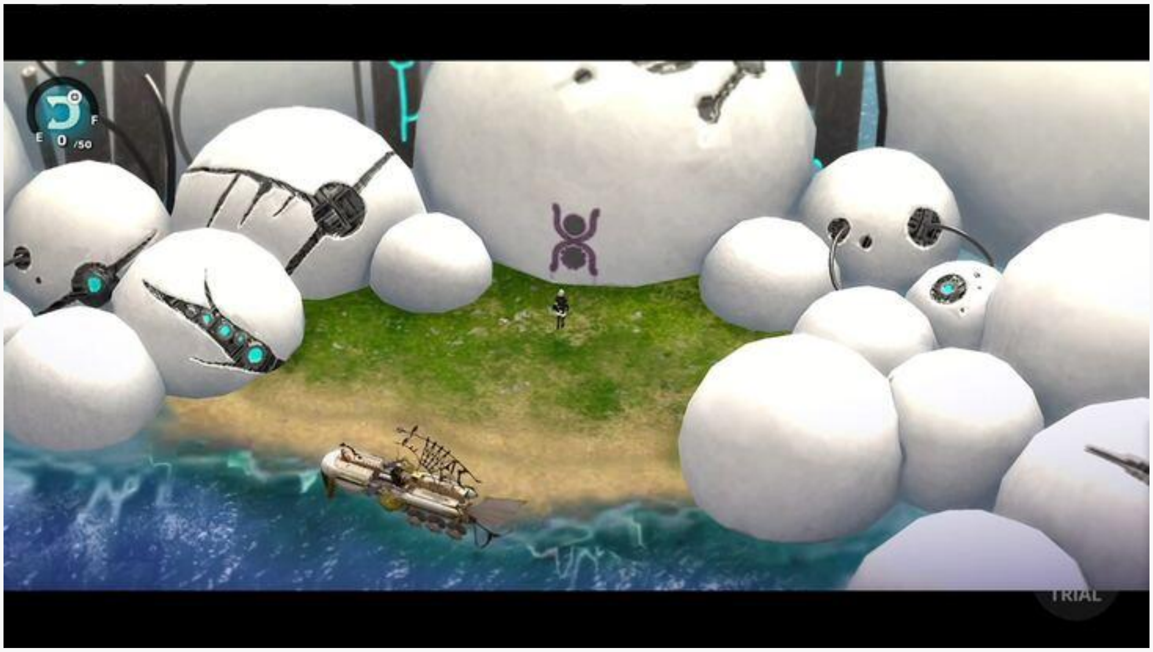
You should definitely invest some SP into getting these! And that's about it.

After the fight you'll obtain the **Light Codex**. This unlocks a gate on the Growth Map of all those that have Holy abilities. That means both Kina and Zinikr will get some great abilities. Feel free to exit the labyrinth afterwards.

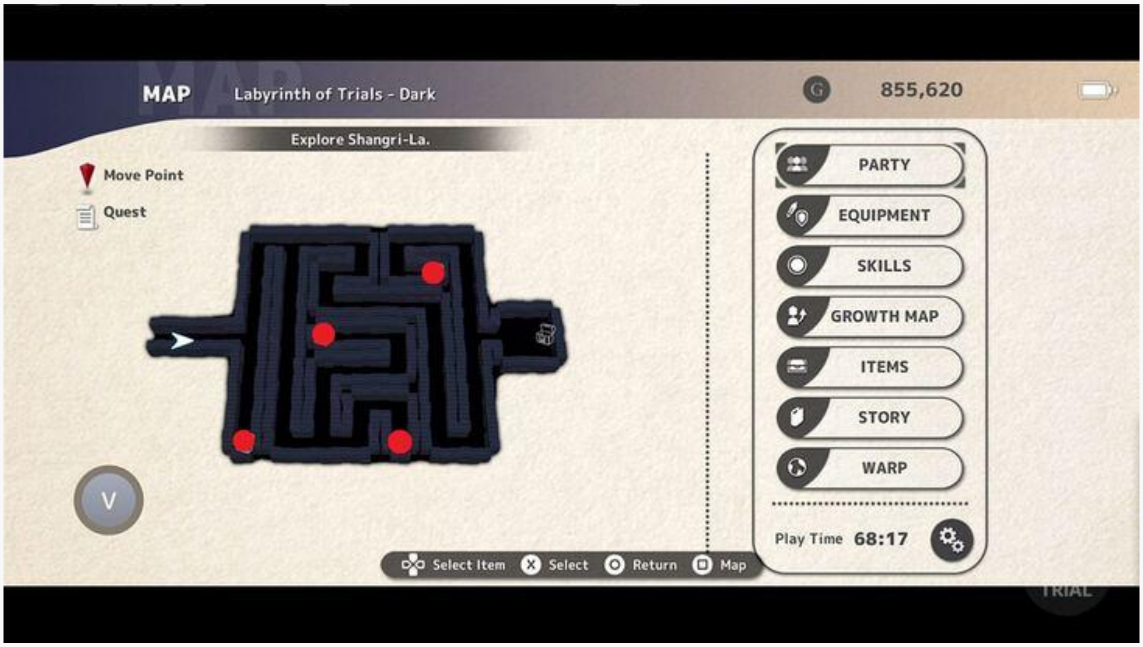
Go ahead and proceed to the next Trial.

Trial of Dark

Time for the Trial of Dark. You can find this one on the northern side of the region. Warp to the Heart of the Infestation, save your game and leave. Ride the Uzra east a little bit to find it on the northern side.


E
F
0 /50
TRIAL

It will ask you if you want to undergo the Trial. Head inside. The map will be down below.


MAP
Labyrinth of Trials - Dark
855,620
Explore Shangri-La.
Move Point
Quest
V
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 68:17
Select Item
Select
Return
Map
TRIAL

You get **SP Capsule, Elixir, SP Capsule, Chaos Clay** from the chests.

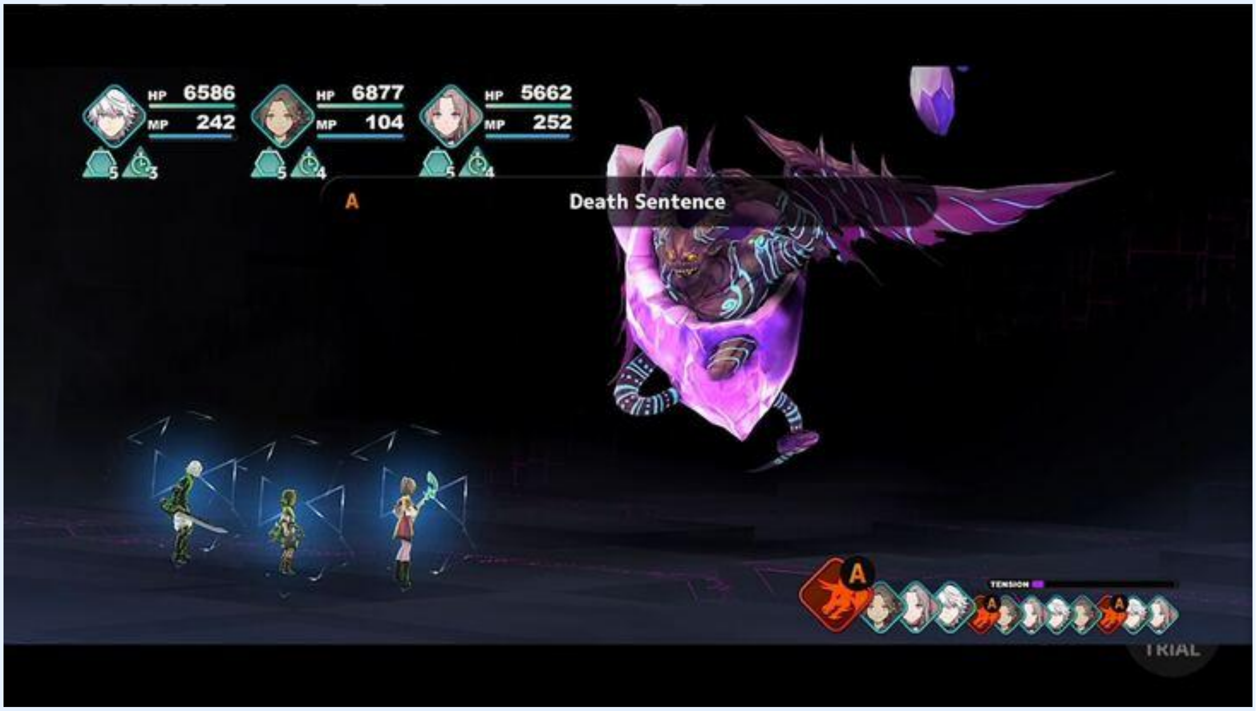
Once you get to the end, prepare yourself and approach the chest to trigger your boss fight.

ABYSS RUSH

NAME	HP	🗡	🛡
Abyss Rush	140000	543	317

This is a weird fight. This boss you first encountered it as a regular enemy back in the Uzra when we fought Shadow of Yim, but now it's a full fledge boss.

Abyss Rush is a fight where you'll mostly be fighting Death Sentence more than the boss himself. He still has some attacks to worry about, but let's talk about the one that's going to be really annoying and you're going to see it a lot... **Death Sentence**.



Yes, if you're a Final Fantasy fan (or an RPG fan in general) then you most likely know what this is: it gives you a death sentence and after 4 turns you die. Yep, nothing you can do about this. There's no item to heal this, nor a jewel to prevent it. You'll just have to suck it up, revive the character and continue fighting.

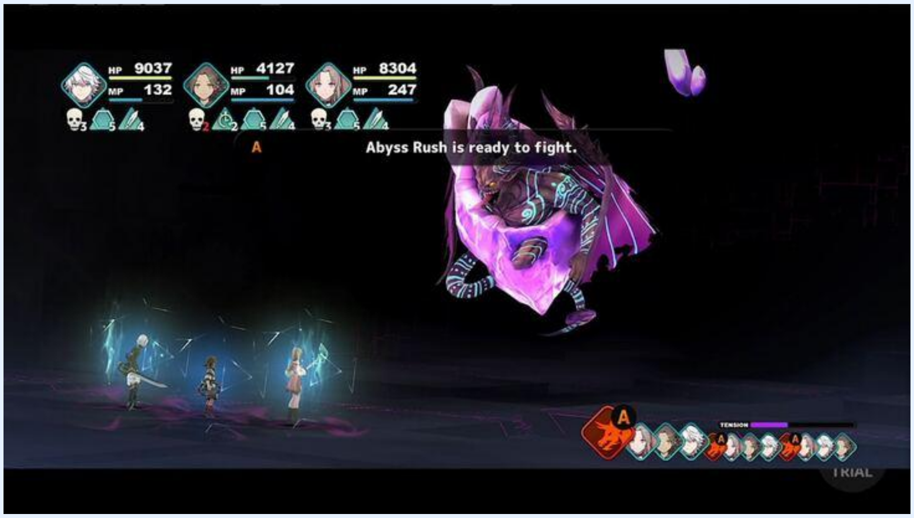
Although you can't prevent this, there's a couple of things that can make your life easier. First is to use Ez's Quick All. Having this, although makes the turns go by quicker, it also means that you'll have a bit more time to heal up. Using an Elixir here to bring your character back to full health is ok to do as well. Another really important thing are the jewels you can equip a Cat's Eye to auto revive. This is a one time use only though so I much prefer you equip a Phantom Quartz. I **DIDN'T** try the Iolite Jewel, but it should work as well.

Another thing to keep in mind is Kina. She's a fantastic party member to have in this fight, not only because she has Holy spells, but because she's an amazing healer and, if you've unlocked it, she has Resurrection that revives and fully heals you. And her Tension Skill? C'mon, fully res and heal everybody? And if you've unlocked them, this cures all status ailments, gives you regen, AND heals you PAST your max HP. Fantastic!

For its other attacks, he can lower your ATK and DEF, his regular physical attack hits one character for around 2500 dmg. AND it adds Dark Elemental Down. If you have an Onyx L equipped, think of this as another 1000 dmg. to his dark attacks. He has an attack called **Abyss Cannon** that hits all characters for around 2900 dmg. This is if you equipped an Onyx L.

Another very annoying attack is **Mass Slumber**. This inflicts sleep on all party members. Extremely annoying BUT you can avoid it by having a Barrier up. **Dark Curse** hits one character for around 2000 dmg. and inflicts Curse.

These are his attacks. One thing, is that one he reaches around 30000 HP he'll cast Death Sentence on all 3 party members at the same time. Yep, all 3 of them. You cannot change party members so you have to be quick and defeat him before your time runs out. The one thing I noticed here is that he didn't attack me anymore and it would just give me the notice that he was ready to fight.



Abyss Rush is ready to fight.

For this fight, since we're fighting the Dark Boss, you want to come equipped with Onyx L Jewels. As is normal, you should have a couple by now, but if you don't you can get them from the Funi enemies in here and fully complete what they ask. Besides from that, although I didn't equip them (and I really should have), equip a Phantom Quartz on your characters to avoid the Curse status ailments. Like I said above, you can equip a Cat's Eye Jewel or Iolite to prevent you from dying, but I much prefer if you protect yourself from Curse since those are a one-time thing.

Other than that, Leo, Ez, and Kina are your go-to party. Like stated above, Kina is a magnificent party members here. Leo's most likely your strongest character (his Samidare Fire +2 is crazy good), and Ez is great for buffs. You can switch out Ez for Valrika/Prickle and use Arrow Rain/Lightning Frenzy, but I recommend you stick with Ez on the field buffing your party and healing if necessary.

Make sure to keep Quick on at all times to accelerate your turns and help you keep up with the death sentence. Leo should be doing nothing but using Concentrate and Samidare. This deals crazy damage so make sure to use it all the fight.

This is a pretty easy fight. The boss himself is a pushover, but that Death Sentence mechanic is your worst enemy. If you can keep it under control then you have the fight in the bag.

After the fight you'll obtain the **Shadow Codex**. This unlocks a gate on the Growth Map of all those that have Dark abilities. That means both Cheryl and Valrika will get some great abilities. Feel free to exit the labyrinth afterwards.

Go ahead and proceed to the next Trial.

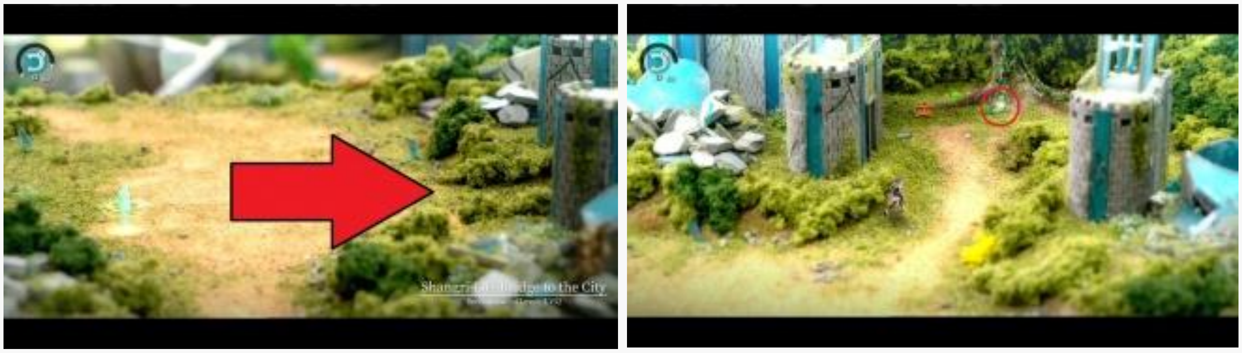
Shangri-La

My lv.	50

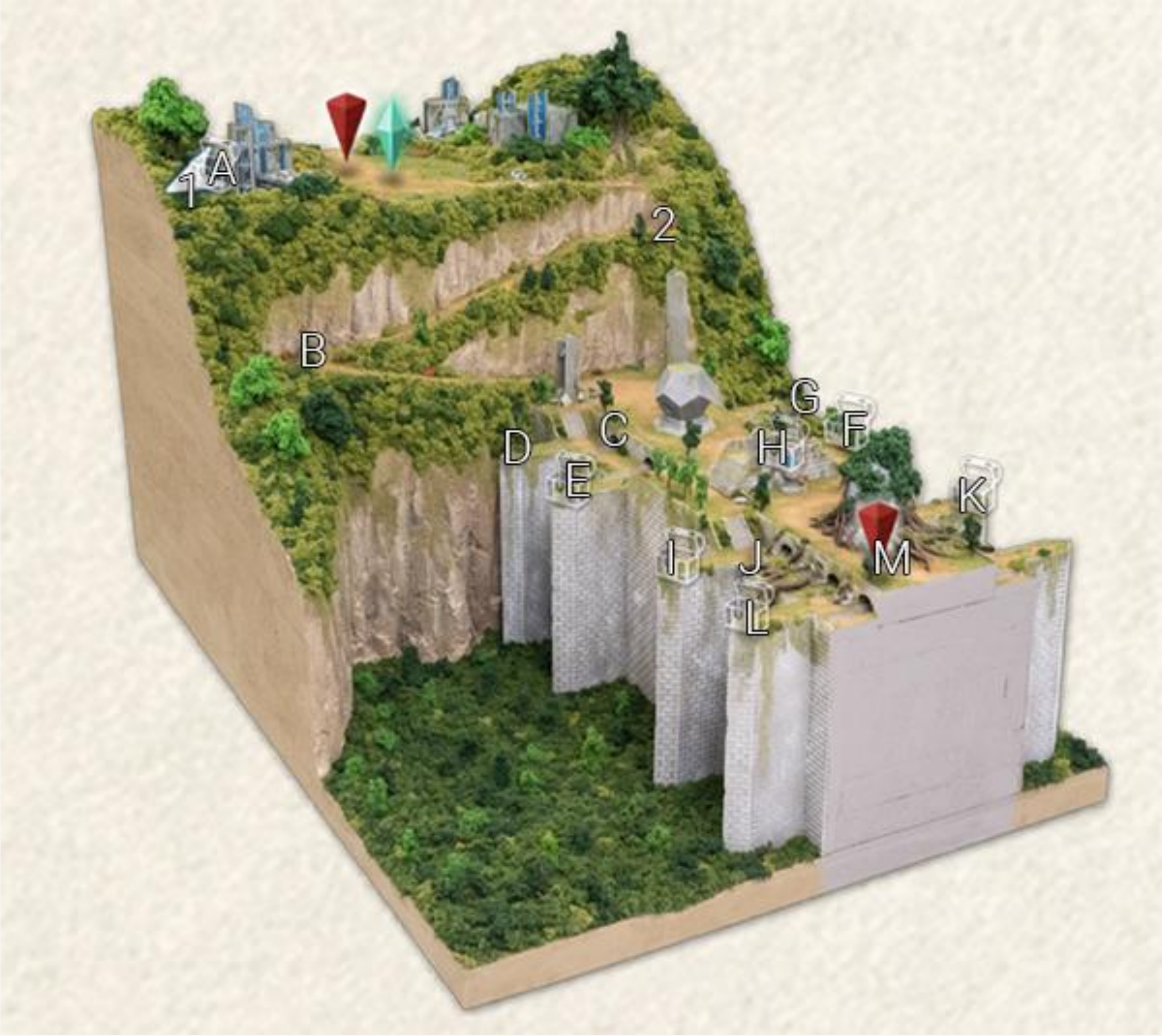
ENEMIES		
NAME	**HP**	**WEAKNESSESS**
Millethereal	4350	Ice
Crystalander	7800	None
Key Orbling	5130	None
Elemental Orblings	3840	Many
Hobgoblin	6000	None
King Sandphin	4400	None
Hobgoblin Guard	8000	None
Hobgoblin Mage	4000	None
Froggergara	10400	Fire

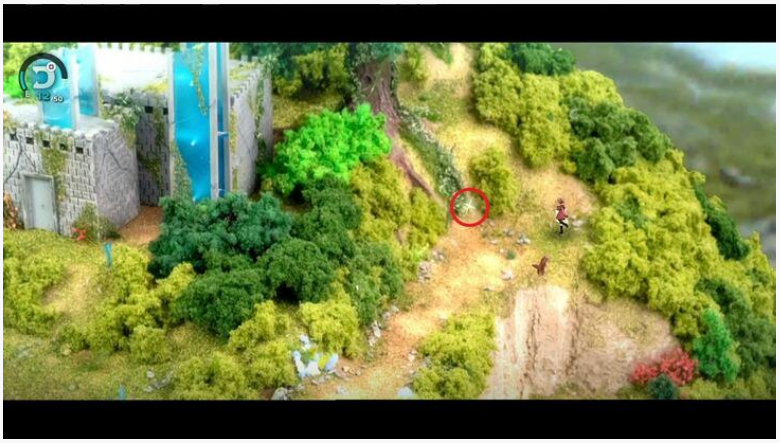
NOTE: there are Key Orblings in this zone that have God Keys. These are extremely rare and valuable so you'll want to focus on them as you see them pop up.

As we enter this place, which looks beautiful by the way, save your game and immediately go right. There's a little hidden opening here that takes you to a chest with **Order Motes**. You can also find a sparkle next to it with a **Durable Ivy**. These ivies are used to create vertical paths. They are very important and some of them are mandatory to get to proceed. Some of them are optional for chests and whatnot.

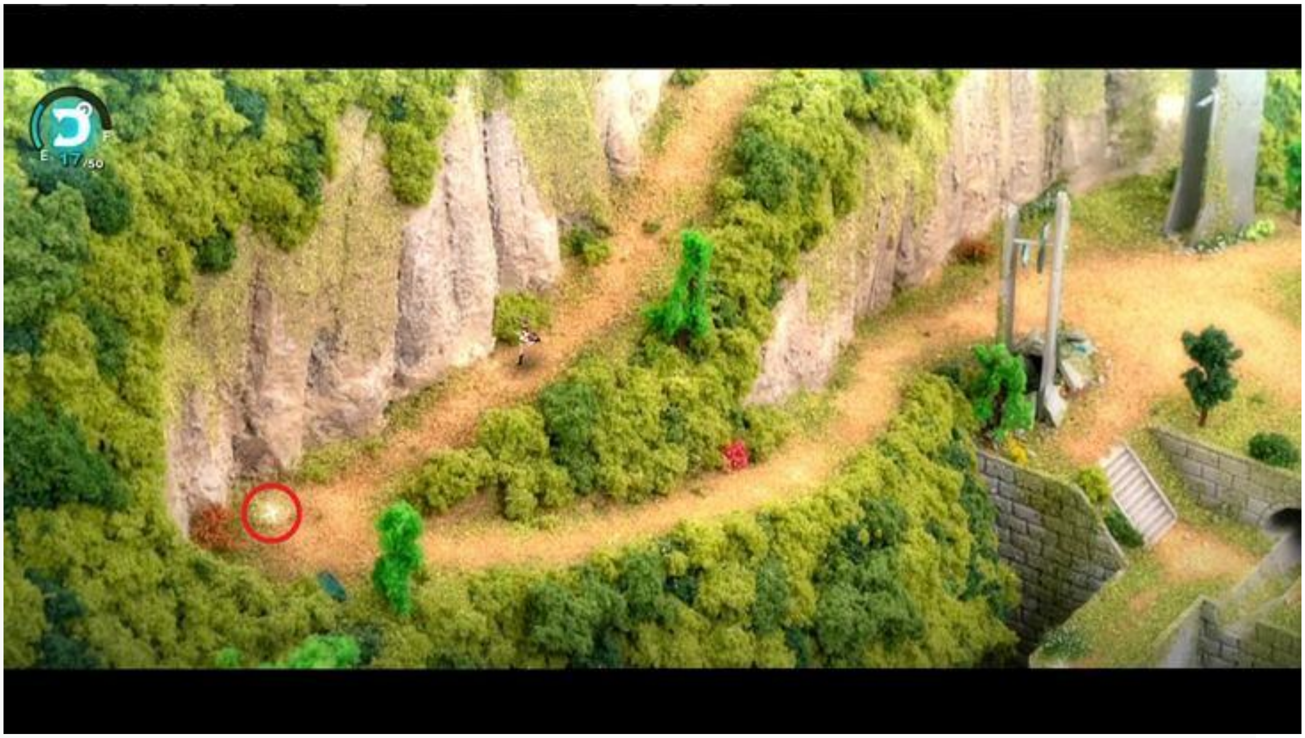


Move forward now and a little scene will play out as you approach the edge of the cliff. When you regain control you'll be overlooking said cliff. Walk down the slope and examine the sparkle to find another **Durable Ivy**.

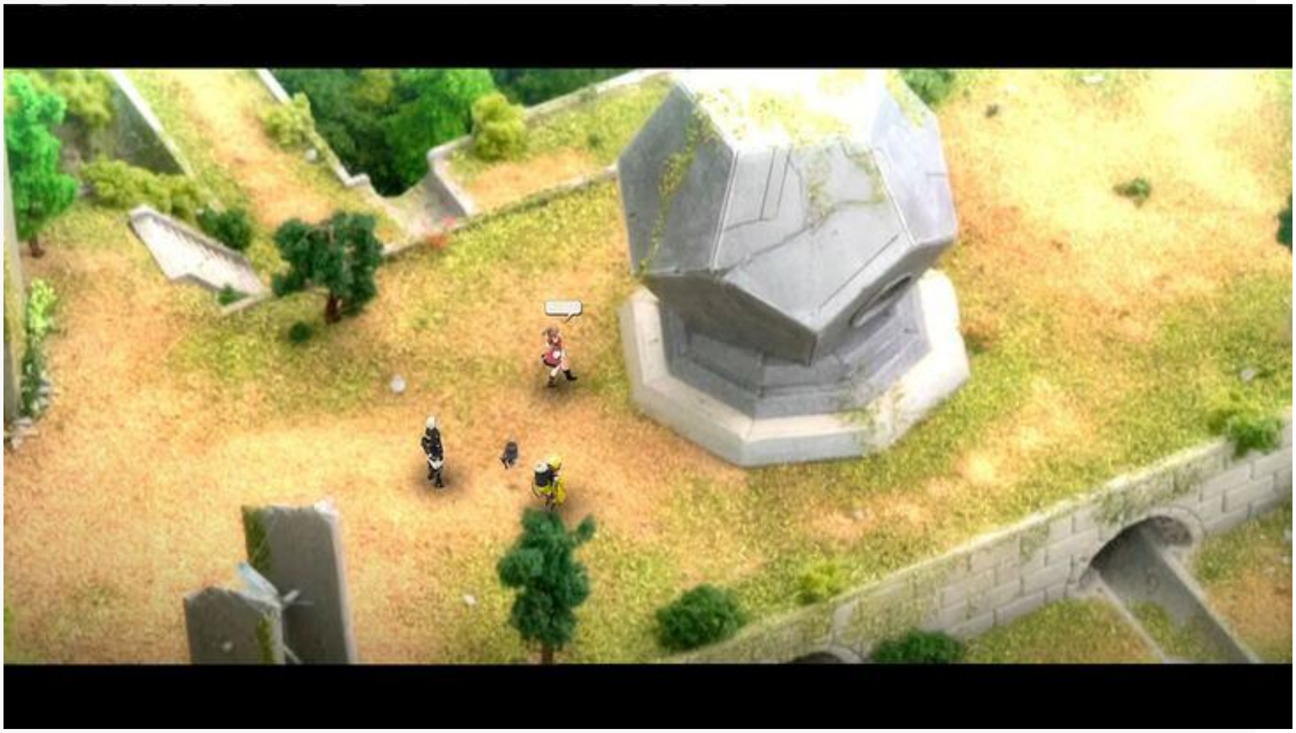




This thing allows us to go further down by tying it to the little root thing nearby. On the bottom simply continue going down the slope and before the next turn examine the sparkle in the corner to find **Amethyst S**.

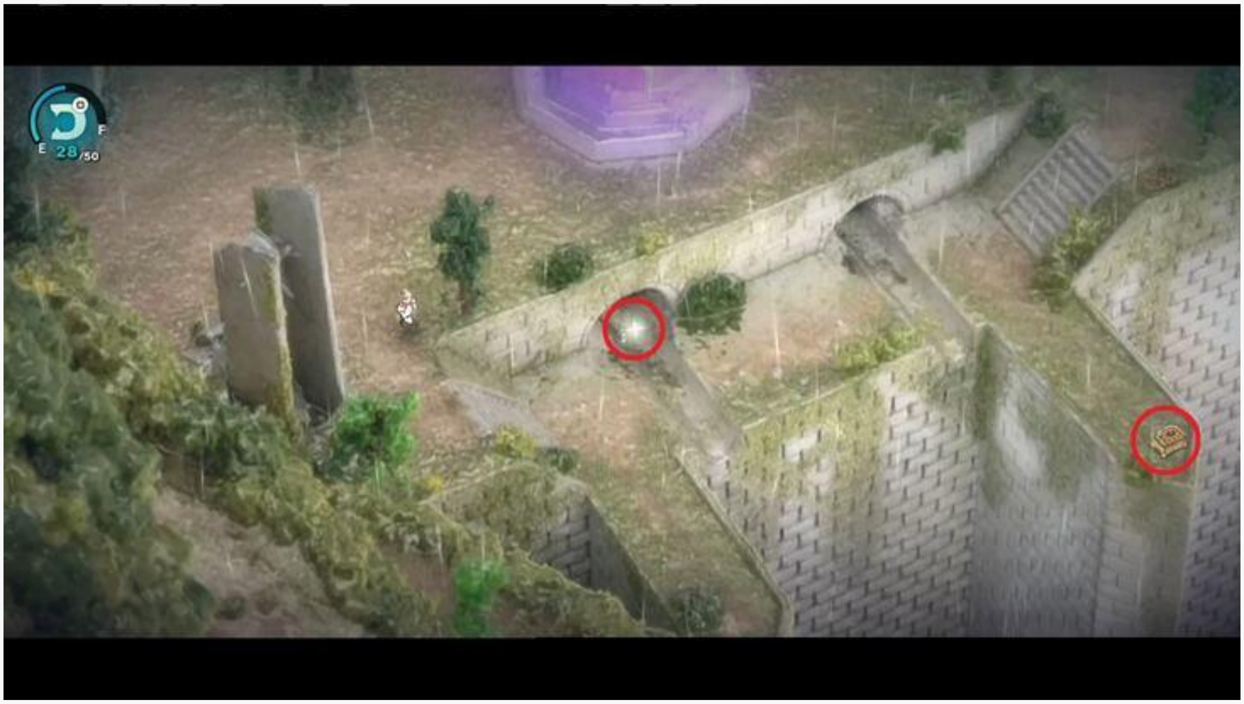


Continue moving forward and you'll reach a little area that has a **dodecahedron** , or a 3D figure with 12 sides.



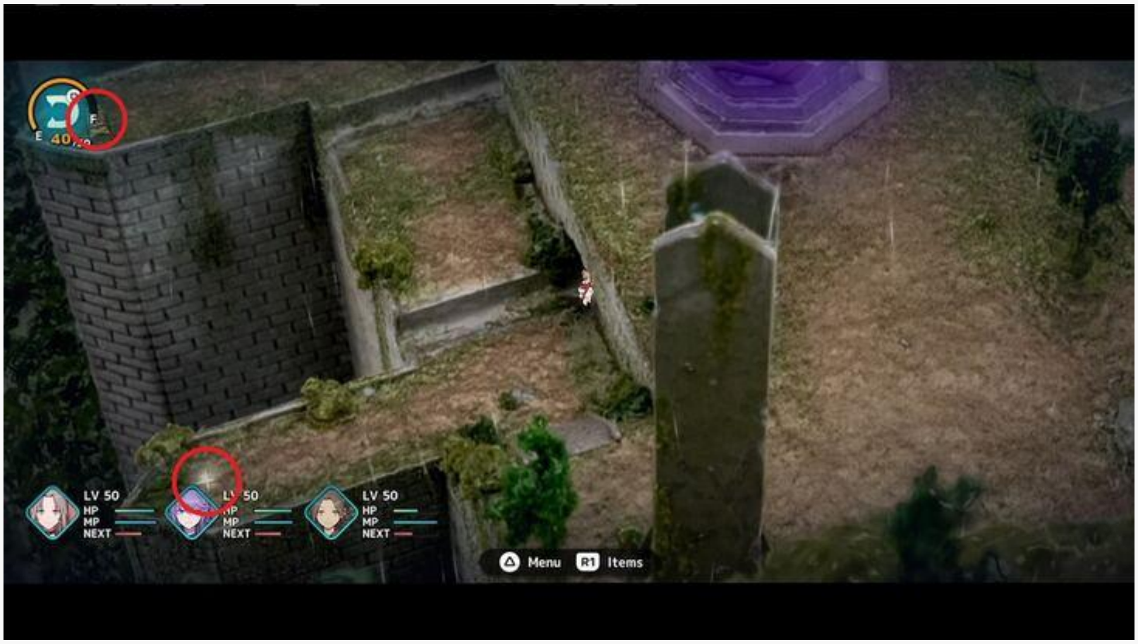
Something will start talking to you and it'll eventually start glowing and rain will start pouring down. We'll also be told about **Thunderstorm**, which increases Lightning attacks and weakens Earth attacks. That's good to know!

Now, after the fight you can check both sides of the dodecahedron. You can go down some stairs to find some chests. Go down the western side first and you can find a sparkle and a chest, containing **Sapphire S** and **Light of Judgement** (weapon for Tan) respectively.



NOTE: the regular chests and those that require a God Key look almost identical. What differentiates them (at least from what I could tell) is the top. The God Key chests have a golden top while the regular ones are black.

The eastern side of the dodecahedron has also a sparkle and a chest, these containing **Amber M** and **Chaos Clay** respectively.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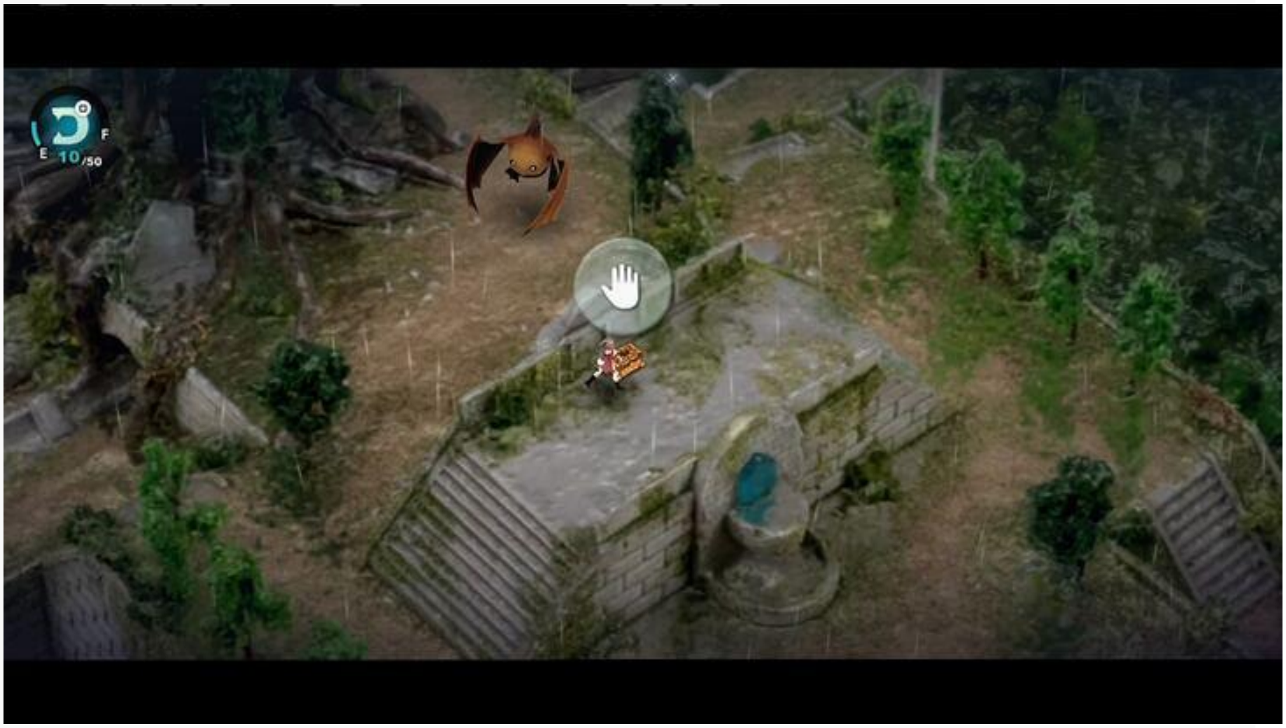
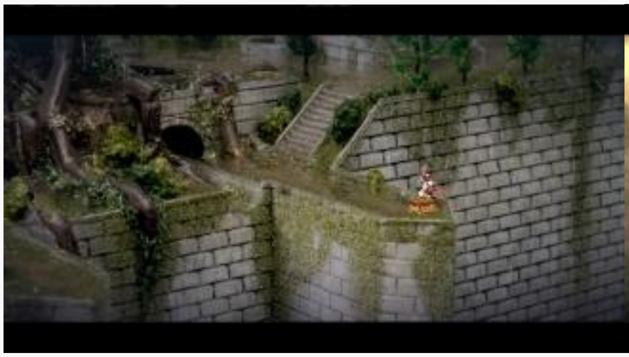
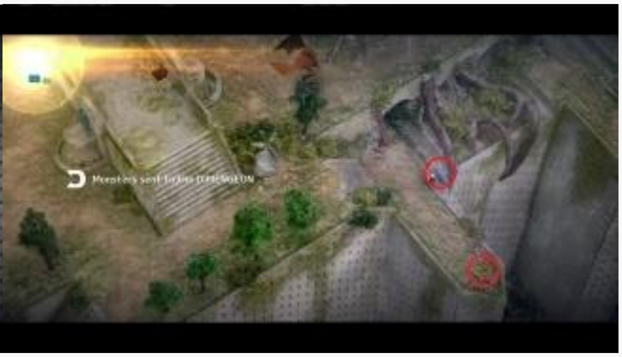
To the south of the dodecahedron you can find a higher platform with a chest on top with **Amber XL**.



Behind this, on each side, is a pair of stairs you can go down and grab a chest. On one side is **Chaos Clay** and the other is **SP Capsule**. You can also find a sparkle next to the chest for **Ruby L**.

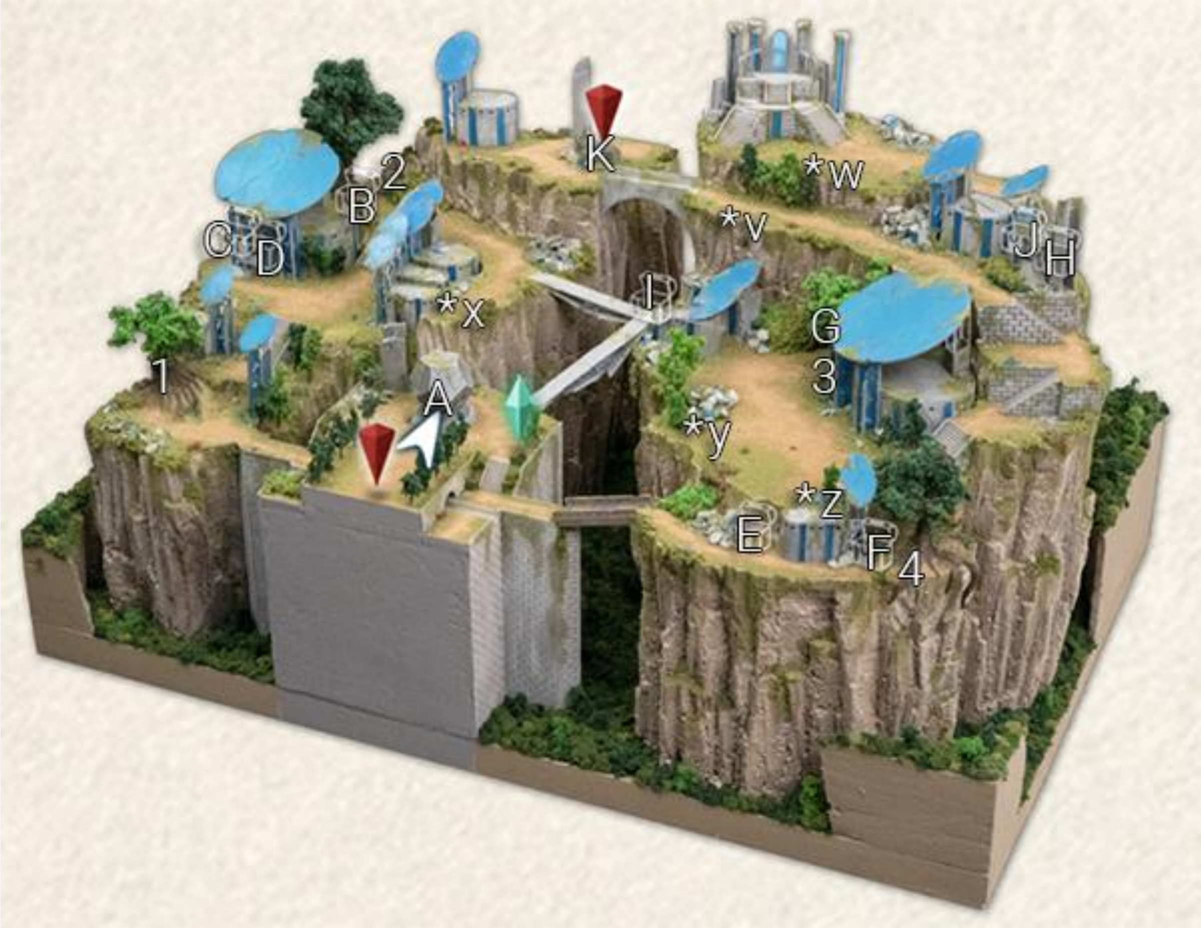




Now by now you must have spotted the large enemy floating near the exit. Start a fight against it and you'll be fighting several earth enemies alongside a single Holy Slime. This fight has a trick to it! Remember before when you approached the dodecahedron it created a Thunderstorm? All earth attacks are severely weakened, which will help you overcome this fight.

To begin with, examine the monsters and every one of them will have 20000 HP. That's a lot and not normal of regular enemies. This fight acts like any other regular fight, but one VERY important thing to note here is that dodecahedron effect of the Thunderstorm. It'll come in handy in the next area. Nevertheless, the Holy Slime will cast Quick on all the enemies, making it more annoying, but you should be fine. You can also equip an Amber on your characters if you so choose.

After the fight simply proceed to the next area, **Fallen City**.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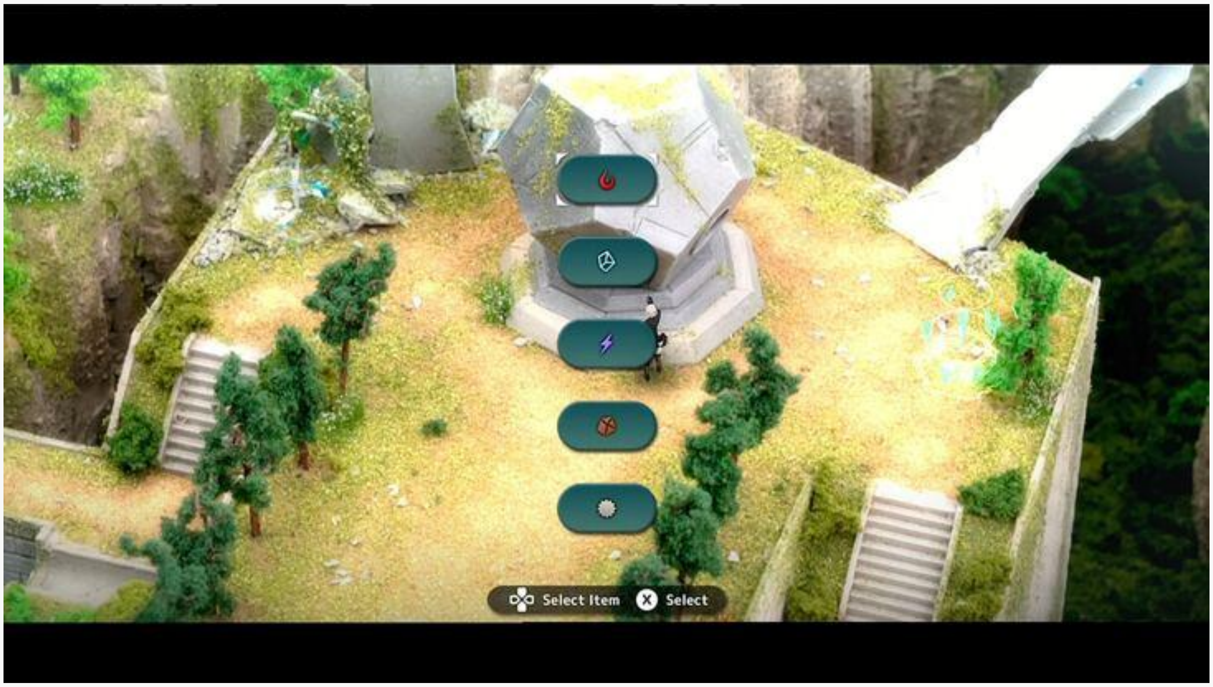
Here you'll have yet another dodecahedron and a save point next to it. If you examine the dodecahedron you'll have an icon of every element, except for Dark and Holy.


Select Item
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These will change the environment in the entire region, just like Thunderstorm was happening in the previous screen. Around the area there will be several elemental barriers that will only disappear if you have the selected element going (selecting fire from the dodecahedron will disable the fire/red barriers). You want to make use of these to get through this area.

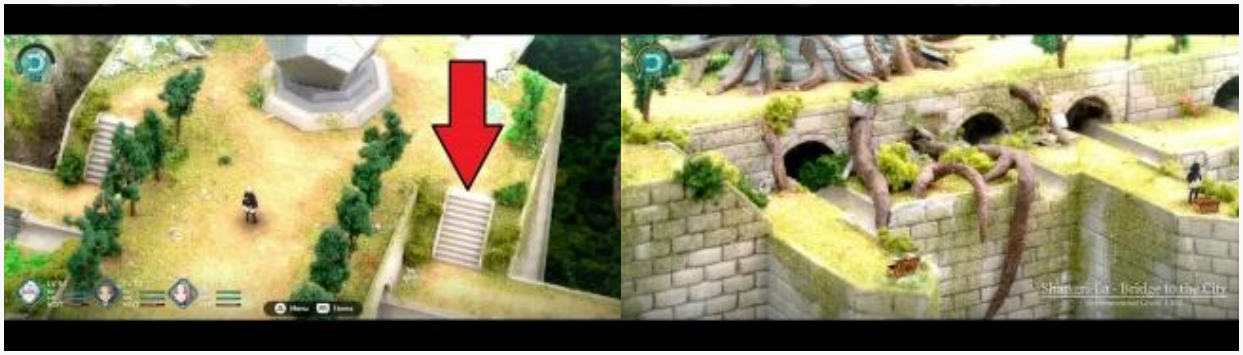
BUT! A big BUT! Just like Thunderstorm, selecting one of these will weaken it's opposite element but it will dramatically increase said element. For example, if you pick fire from the dodecahedron all fire damage (from both you and the enemy) will be drastically increased while all ice damage will be weakened. You DO NOT want to fight enemies of the same element as the environment or you'll die. A single use of their spells can deal up to 18000 dmg.

I'll leave below the elements and their opposites in case you REALLY don't even know them:

- Fire - Ice
- Lightning - Earth

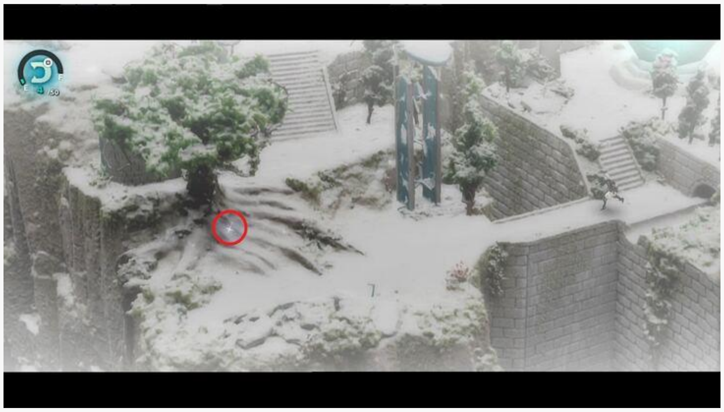
We are to navigate this screen almost twice, and there will be a lot of back and forth. The reason is that every time you go through an elemental barrier there'll be an enemy of the same element, normally guarding treasure. We want to go through, ignore the enemy, create a shortcut, change our element, take the shortcut back and kill the enemy/get loot.

And with all that said, let's start! Go down the staircase south of the save point and continue going south. It'll take you back to the previous screen for a chest with **Order Motes x2**.



Return and you'll see that the bridge to the right has a red/fire barrier. Ignore it for now. Back up the stairs, the bridge north of the save point has a thunder barrier (and a thunder enemy past it). Yep, not going this way! Check the dodecahedron and select ice. It's a snowstorm!

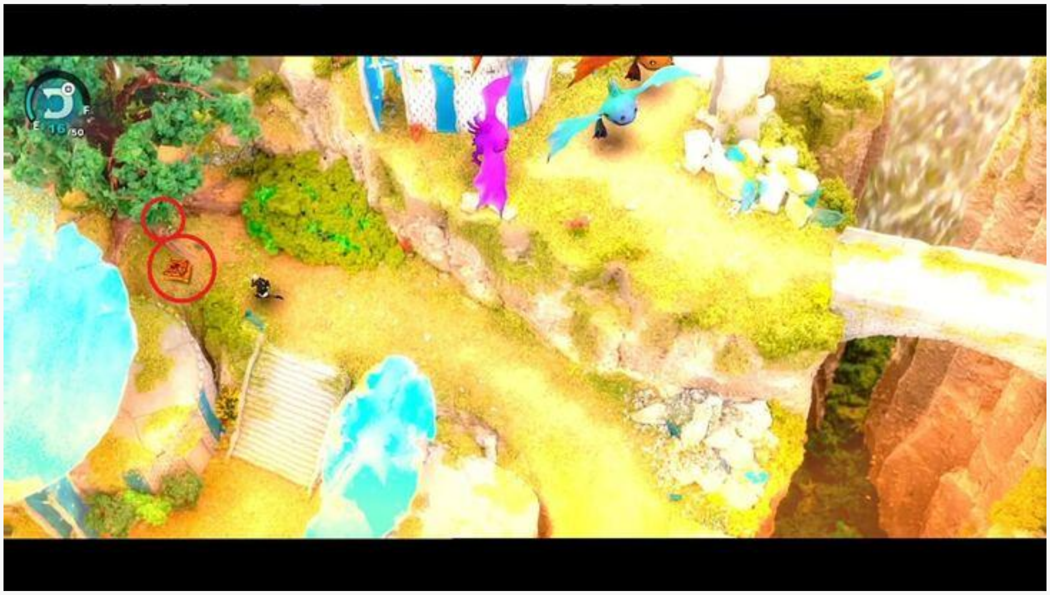
Go down the staircase on the left and you'll see a tree with a sparkle at its roots. Check it for a **Durable Ivy**.



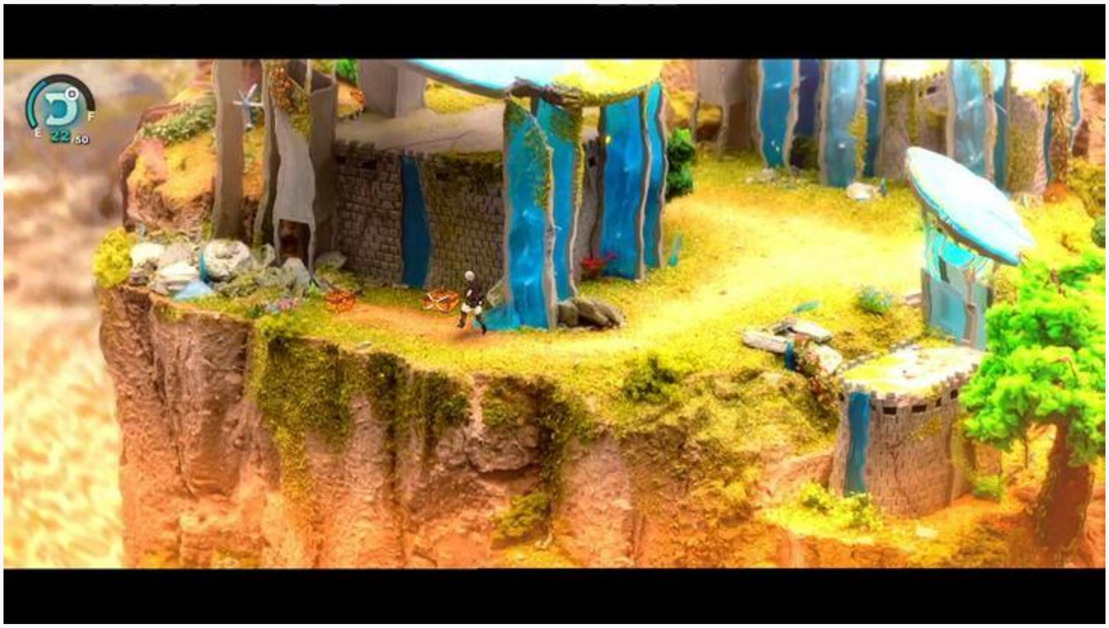
Head up the stairs behind the tree and you'll see an ice monster on your left. Ignore it for now and go up the next staircase to find a fire barrier on your top left. We'll get this in a bit.

Up ahead you'll be in a split. Ignore the bridge to the right and go down first to find a little root sticking out of the ground. Use one of the Durable Ivies we've found and this will create a shortcut back to the dodecahedron. Head down and change the environment to **fire**.

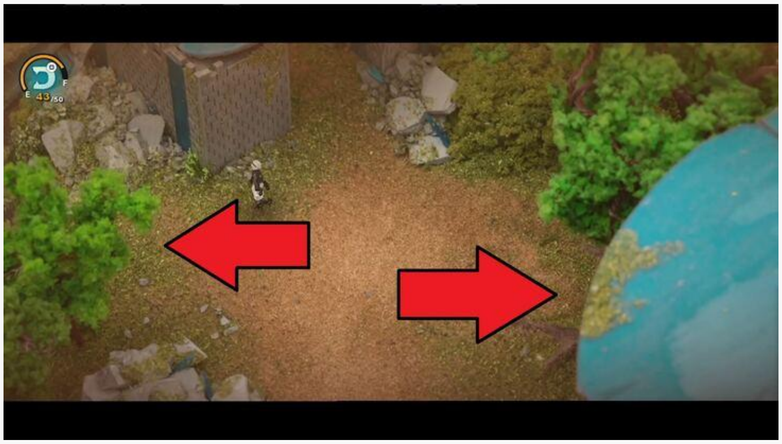
Head back up the ivy and go back left. The fire barrier from before is gone so open up the chest to find **Garnet XL**. There's also a VERY sneaky sparkle under the tree (next to the chest) with another **Durable Ivy**.



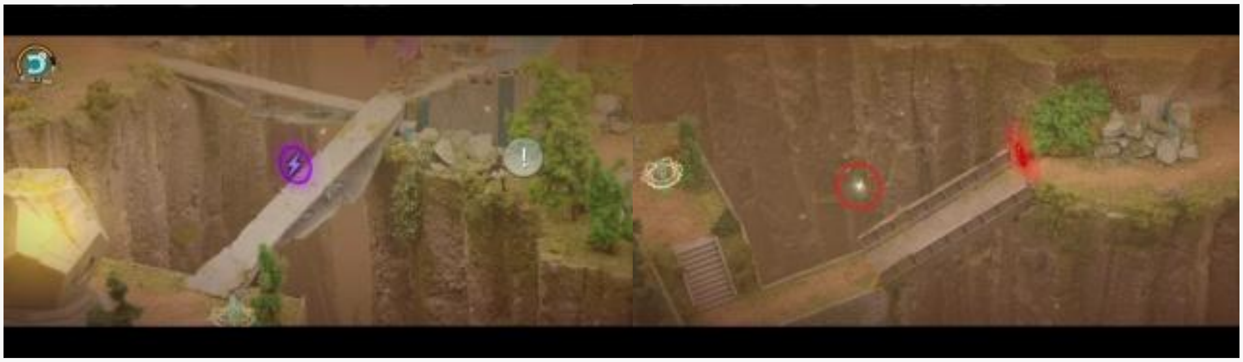
Go down the stairs and go kill those ice monsters. Now that the environment is fire you can easily kill them. After the fight look behind them to find 2 chests. One of them needs a God Key, but they have **Alexandrite** and **Pearl XL**.



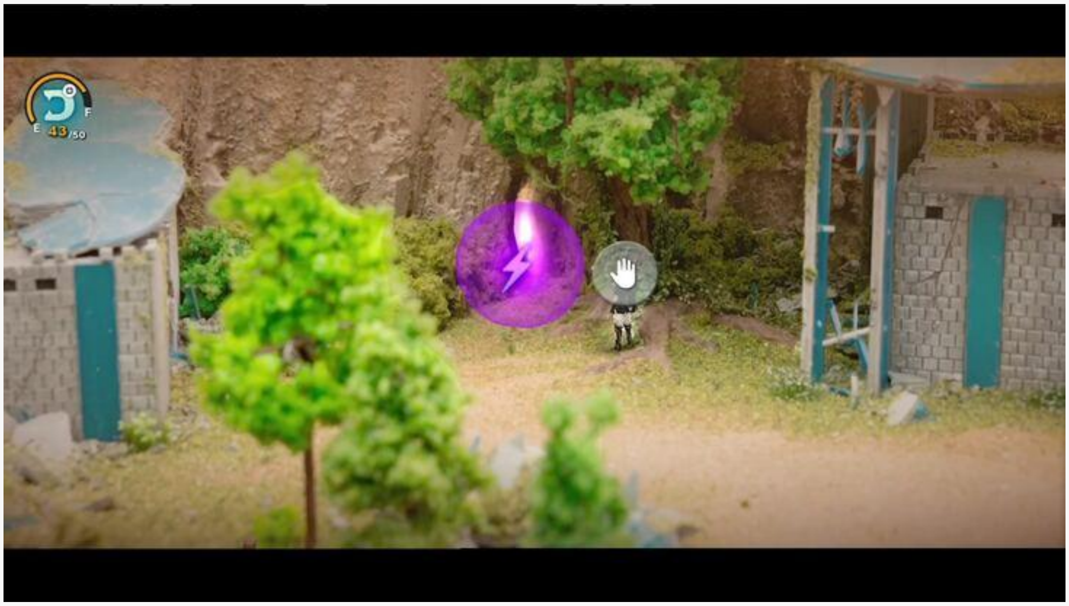
Return back up the staircase and go back to the dodecahedron to change the environment to **ice**. Afterwards, head back up and go east now past the bridge (you're not fighting the lightning enemy) and when the camera changes **STOP!** As soon as the camera changes you can go left and right.



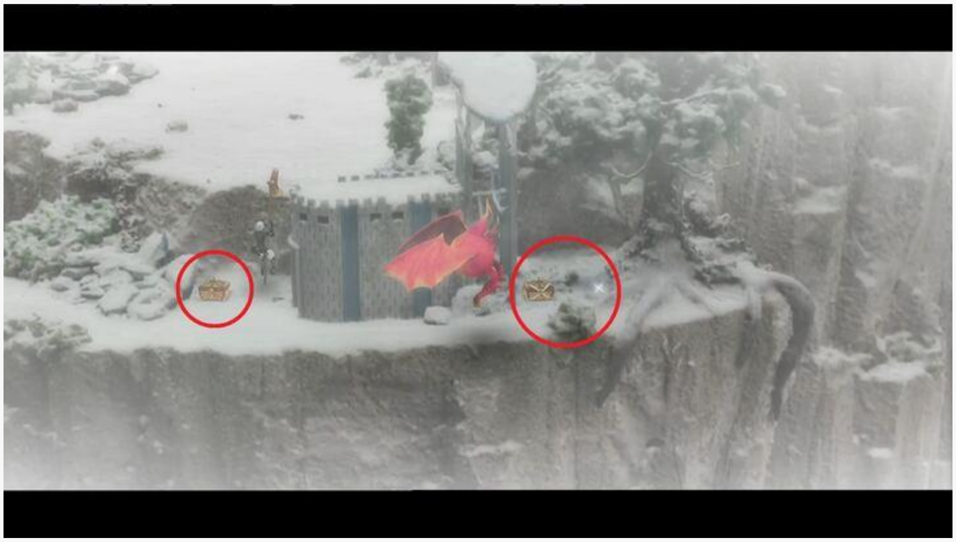
Go left first to find another tree root. Use a Durable Ivy here and go down it to find a sparkle with **Hermes' Grace**.



Head back up and go right. There's a thunder barrier here and a sparkle next to it with another **Durable Ivy**.



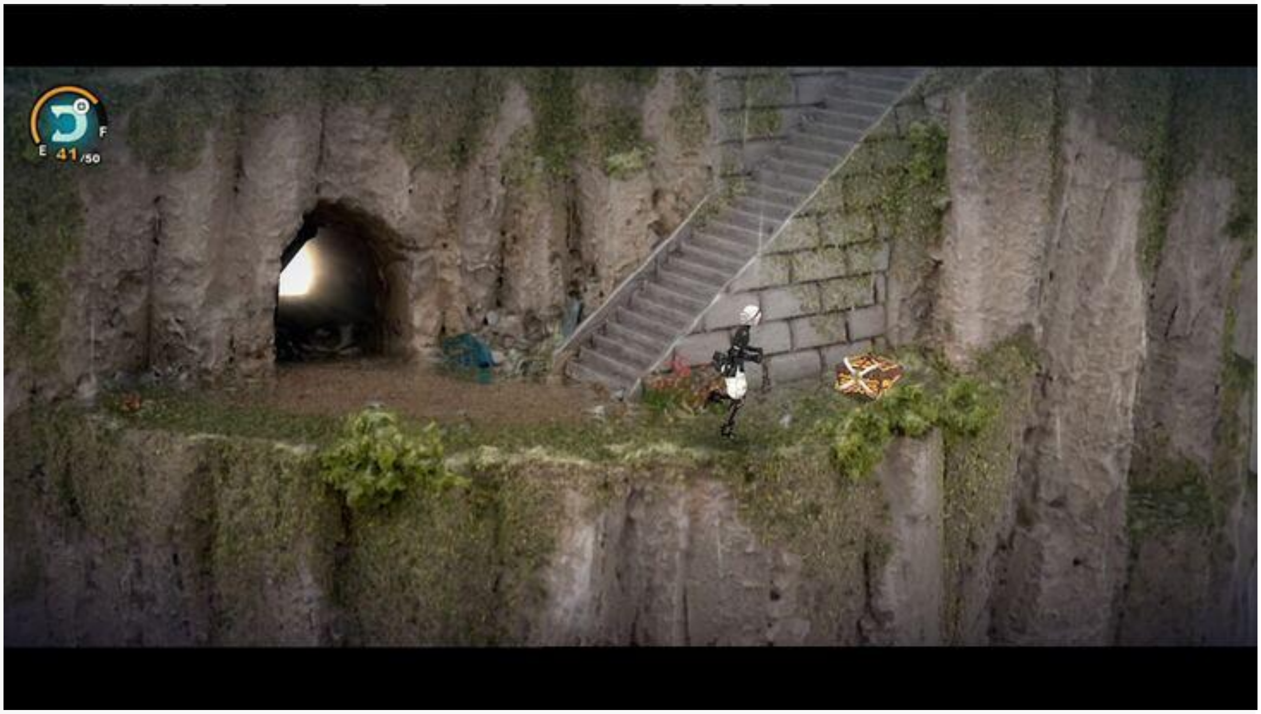
Head down now and you'll see a staircase to the right. Ignore it for now and go south to find a root. Use a Durable Ivy to go down and open the chest for **Chaos Clay x2**. To the right you can kill the enemy and grab the sparkle and chest for a **Durable Ivy** and **Deus Augite** respectively.



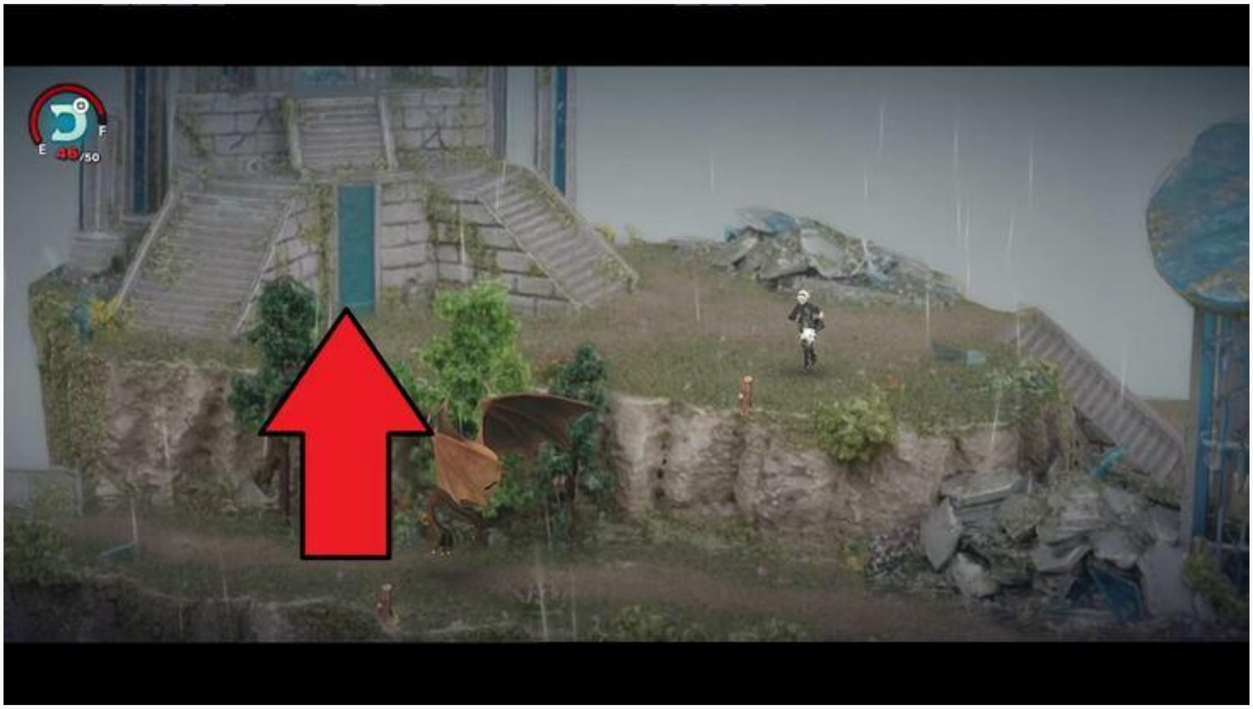
NOTE: from here on out we'll be going further and further away from the dodecahedron and we still need to change environment element quite a bit. I HIGHLY suggest you simply warp back to the entrance. It leaves you directly in front of the dodecahedron. Amazing shortcut!

Warp back to the entrance and change your environment to lightning. Head back up, cross the bridge to the right and past the bridge go through the crack where the thunder barrier was.

In the next screen open up the chest (with a God Key) for **Ruby XL**.

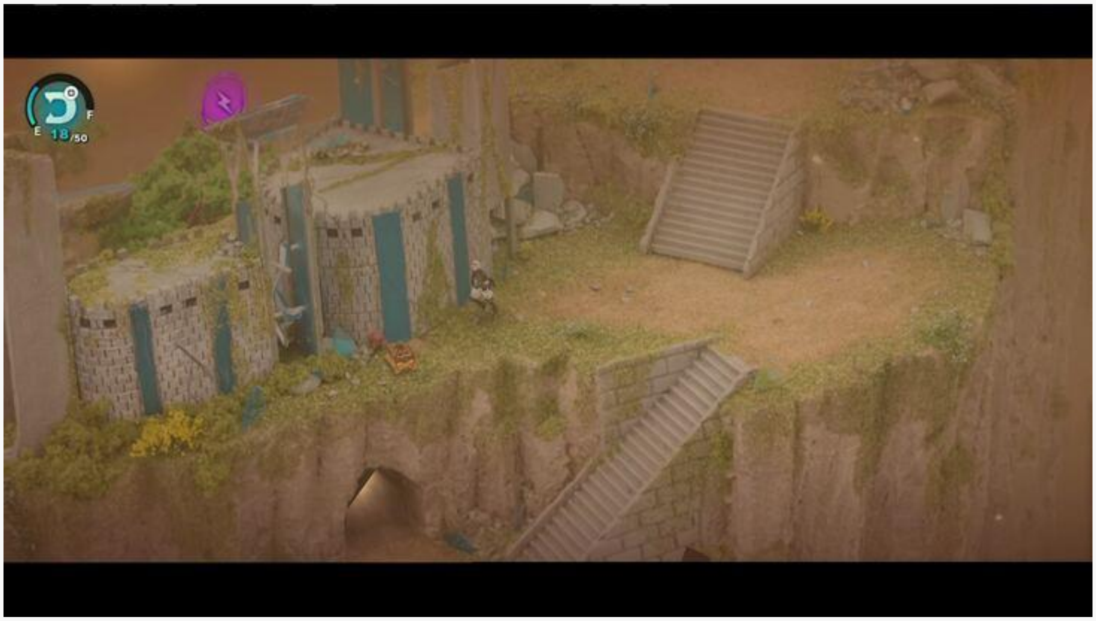


Head up the stairs and you'll see another chest, but behind an earth barrier. We're coming back so remember where this is. Head up the stairs and you'll see a little altar to the left. Head up there to find the Tri-Stars Cinderella mark. As of me writing this guide we still have to find a couple, but this is the final one. We're coming back here later.

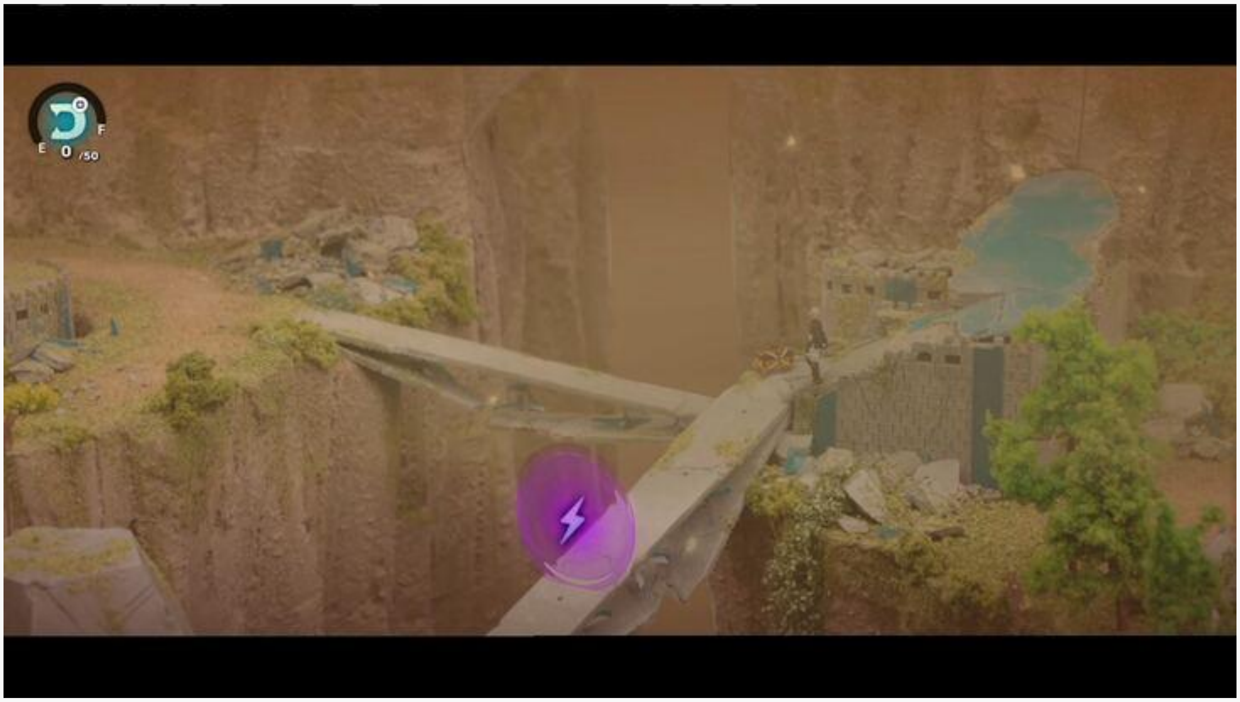


For now use a Durable Ivy to create a shortcut and kill the earth monsters. Once they're dead, look to where the monster was and you'll find another root. Place a Durable Ivy here and it'll create a path to a lightning enemy. Warp back to the entrance and change the environment to earth.

Warp back to the "Altar" (you can warp up there!) and go down the stairs on the right to open up the chest from before for a **Blue Quartz**.



Head back up, down the ivy, down the next ivy and down here kill the lightning enemy. Open the chest afterwards (God Key required) for **Fairy Rod**.

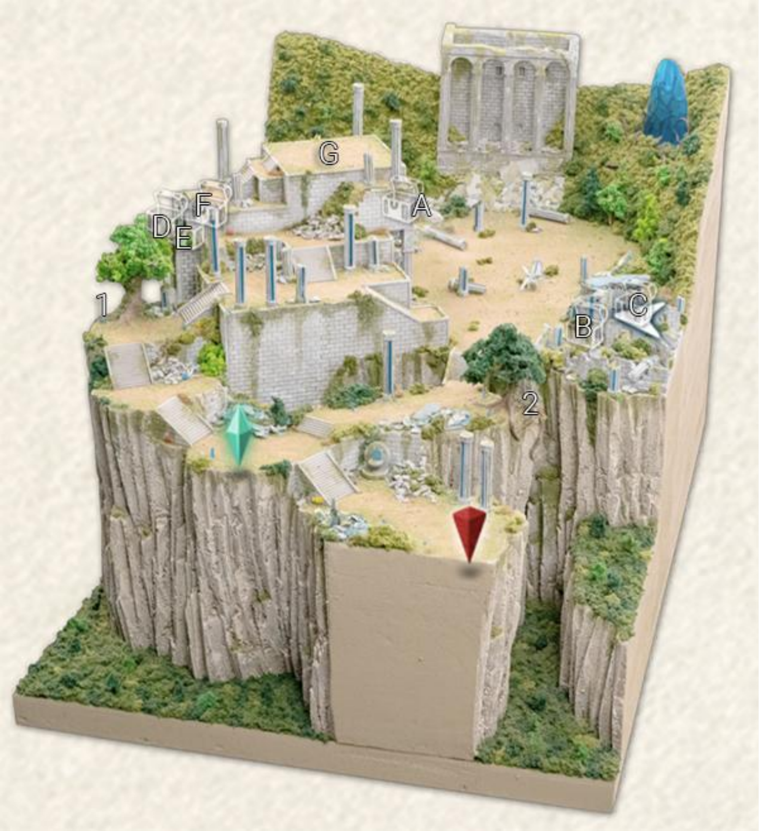


And we're pretty much done here. Approach the altar and it'll clear any environmental change, which is nice. Head back down the ivy (just one) and follow the path west and past the bridge you'll find 4 elemental enemies. You WANT to have no environmental changes when you fight them. Make sure you've saved your game and healed up when you approach these enemies.

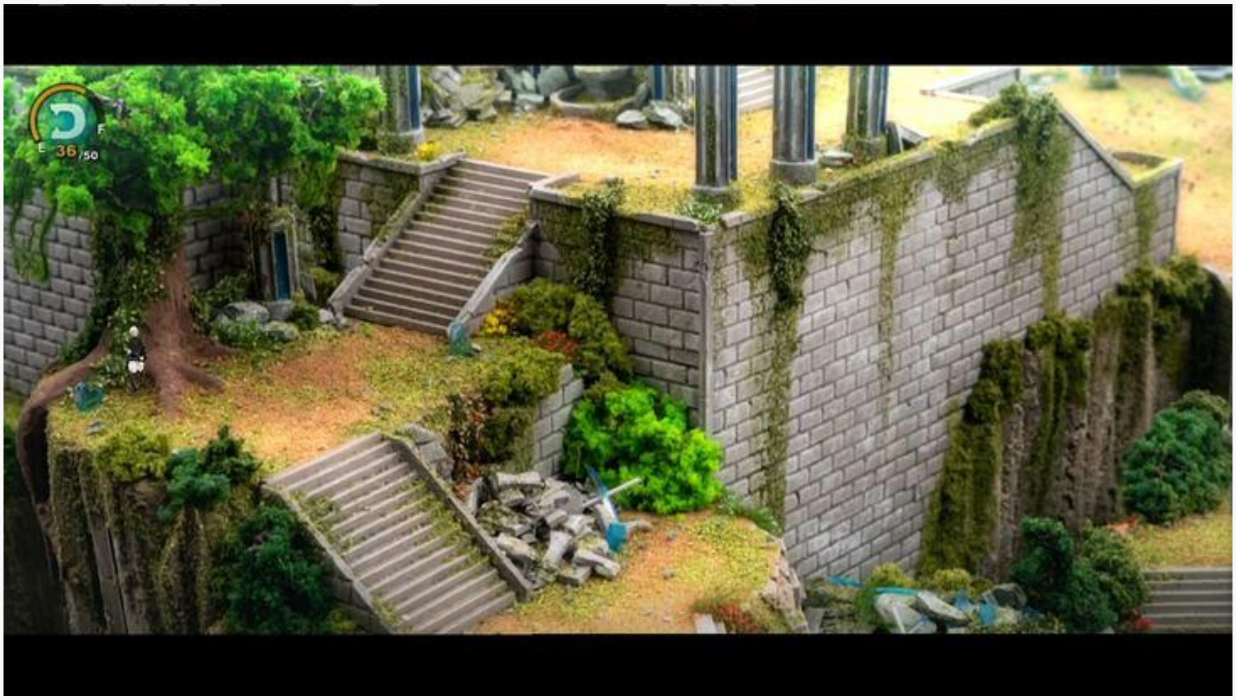
This fight... has you fighting **200** enemies! **TWO HUNDRED!** Yeah, you are fighting a ton of enemies, all of them enemies you've been fighting so far. Don't worry, these don't have 20000 HP like the rest. These are normal enemies. The trick here is that they have quick on and they function like a horde: one enemy marker on the bottom and every turn they have 4-5 turns. I really recommend you use Ez with Vacuum, as well as Valrika with her Arrow Rain or even Leo with Flare Slash. This is a lengthy fight so have fun. Also, make sure to buff yourself up with Ez. Just because these are regular enemies doesn't mean they can't kick your butt.

Once you're ready, make your way to the next area, **Sanctum**.

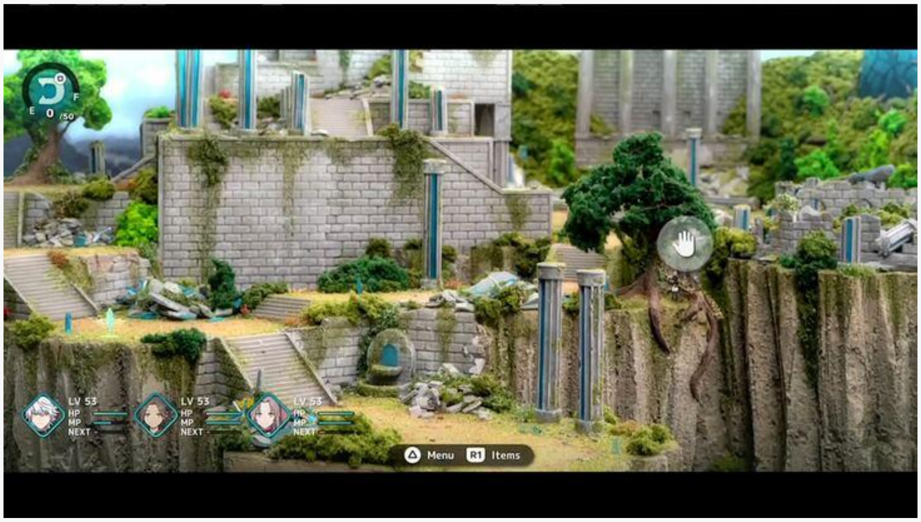
Here we're greeted with yet another beautiful Save Point. Go ahead and save your game. Heal up while you're at it and prepare to continue. This is the last area and we're over all that environment change... until we get to the boss that is haha.



From the save point start by going left up the staircase and pick up the sparkle under the tree for a **Durable Ivy**.



Return to the save point and go up now. There's a sparkle under the next tree that also has a **Durable Ivy** so make sure to grab it.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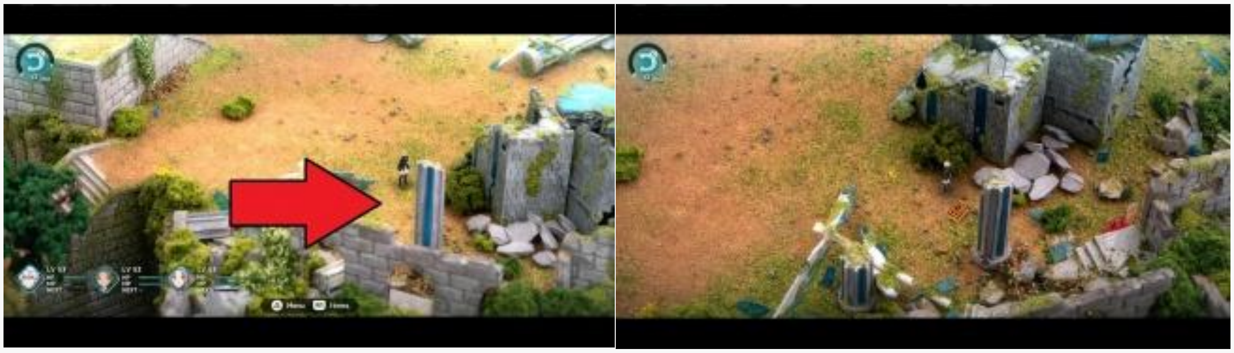
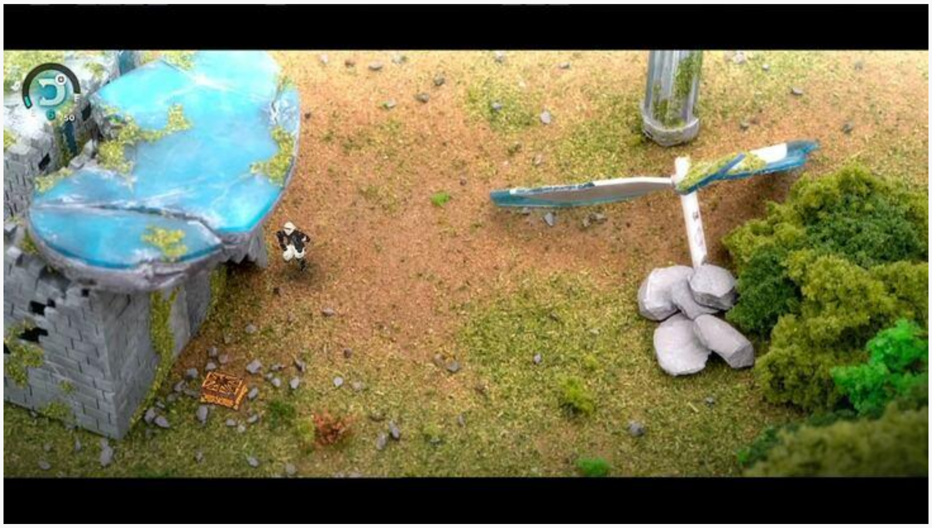
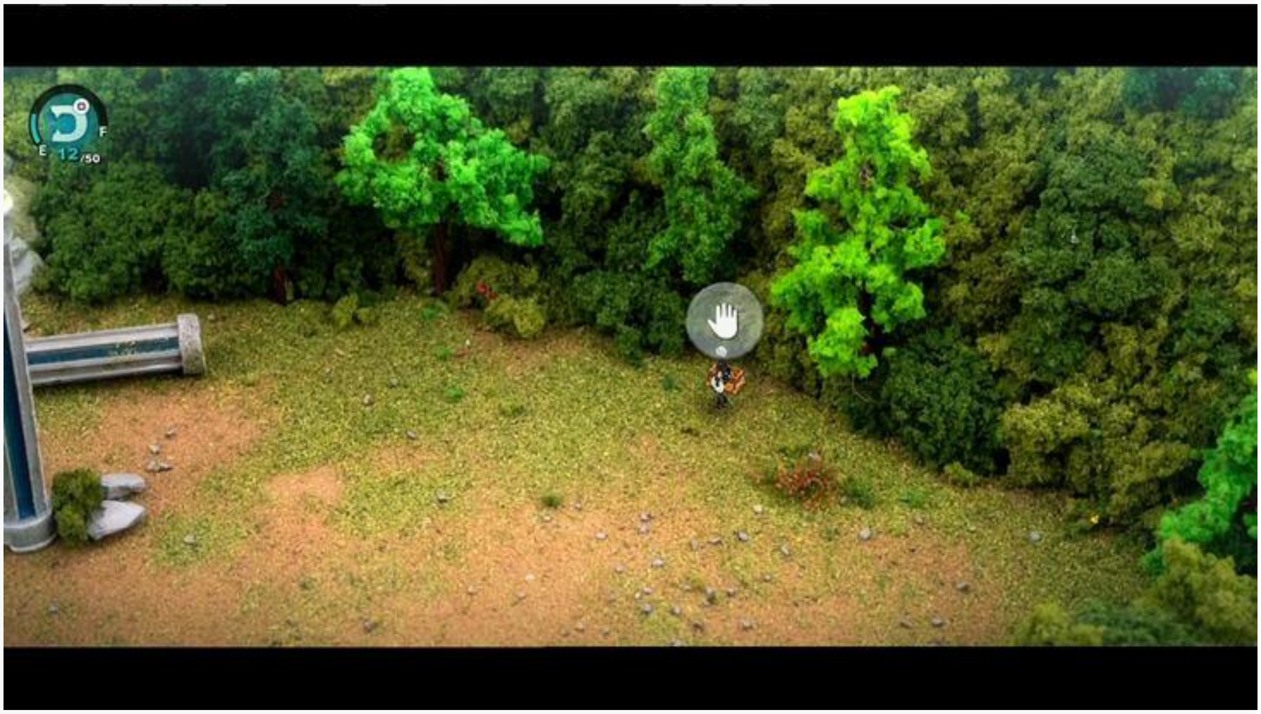
Go up another set of stairs and go south towards the broken pillar in the foreground to find a sneaky chest with **SP Capsule x2**.



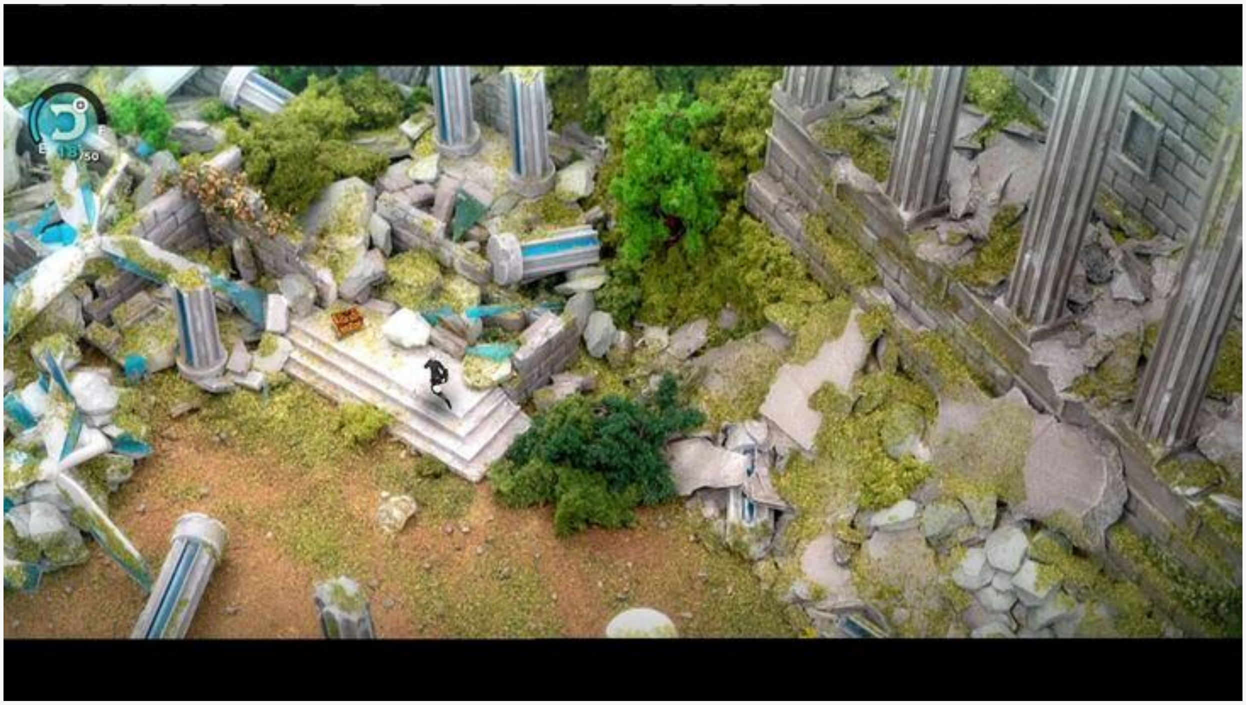
Go around the broken building next to you to find yet another chest, this one with **Valiant Belt**.



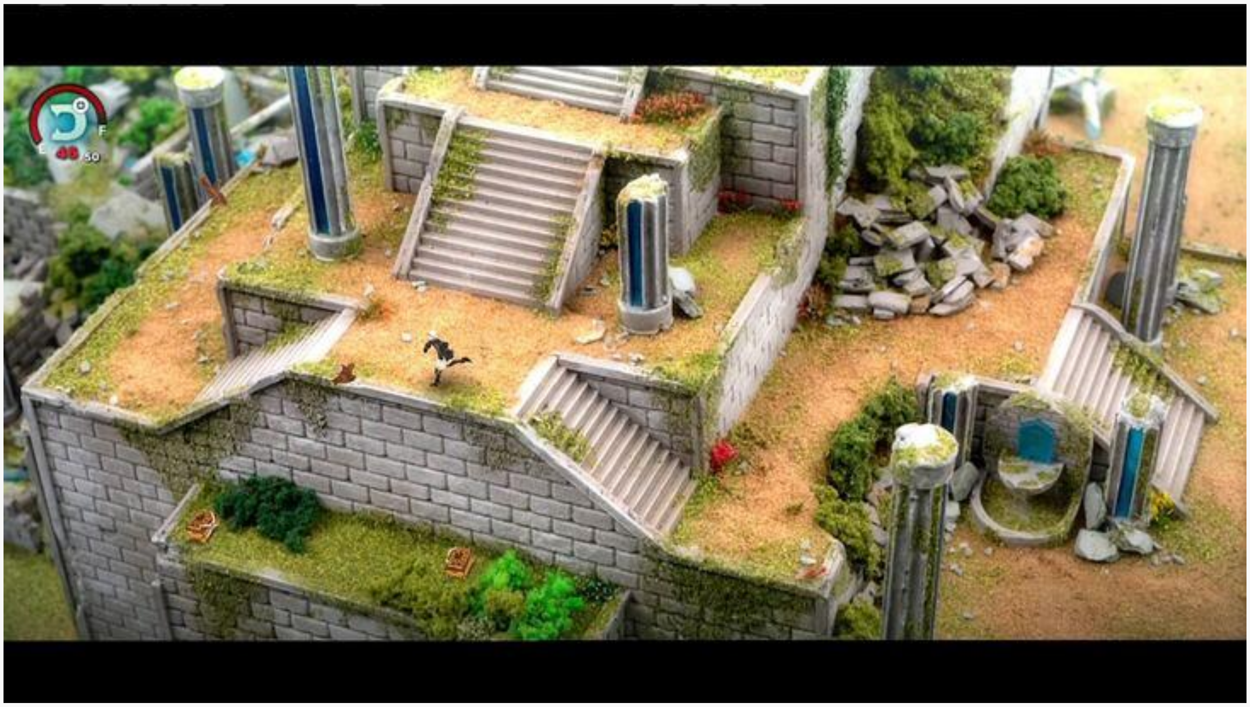
Go around the area counterclockwise following the outer side and you'll come across another chest, out in the open. This one has **Chaos Clay x3**.



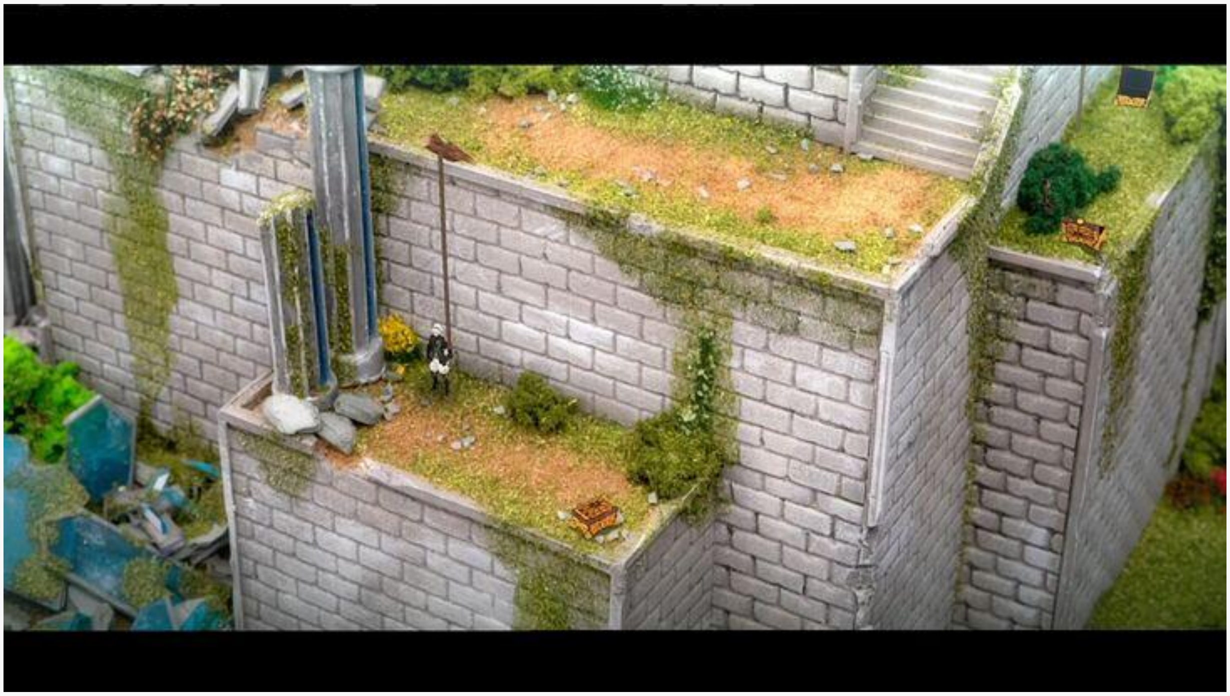
Continue running counterclockwise and you'll reach another chest amongst the rubble with **Sapphire XL** inside.



Once again, continue following the outer perimeter counterclockwise and you'll reach a staircase going up. Up here you have 2 paths. The left staircase going down leads back to the save point so ignore it for now and go up the staircase. You'll reach a split and a root in the middle. Place a Durable Ivy here and open up both chests (both need a God Key). They have **Colossal Blade** and **Siegfried**. These are great weapons for Leo and Prickle. Sadly you cannot upgrade them, but if they are stronger than what you currently have, equip them.



Head back up the root and go left down the stairs to find one last root. Place your last Durable Ivy and open the chest for an **Amethyst XL**.



And with that, going up the staircase above takes you to the boss fight of this place. It's overall pretty easy since it has a very easy mechanic, but I highly recommend you warp back to the entrance of this area (Sanctum), save your game, heal up, and prepare yourself. Read the strategy below so you can make your necessary changes.

When ready, proceed to the very top of the area, watch the scene and the introduction to this amazing looking boss, and then we start!

GUARDIAN

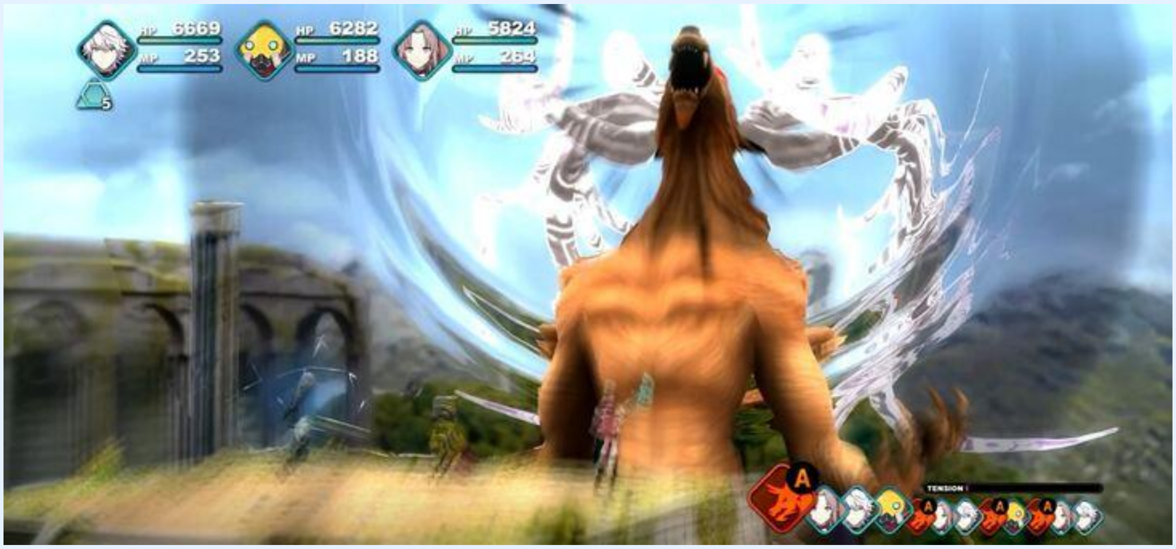
NAME	HP	🗡	🛡
Guardian	500000	829	345

Who would've thought we'd be fighting a Godzilla-size centaur with deer horns, deadly eyes, and wants nothing but to kill us? Not me let me tell you. Don't let looks and the whopping HP pool scare you. With "proper" preparations, this fight is probably one of the easiest ones we've had in a while.

Let me start out by saying that you're going to die at the beginning of this fight, a lot. This boss is going to one-shot you no matter what you do. This will only be for a couple of turns so you'll just ned to continue to revive and healing up.

That being said, the environmental changes we did during the second area will be taking place in here, meaning that this guy will be taking advantage of these changes and attack you using the element he changes it to. But first, let me start by talking about his attacks, because he doesn't have many.

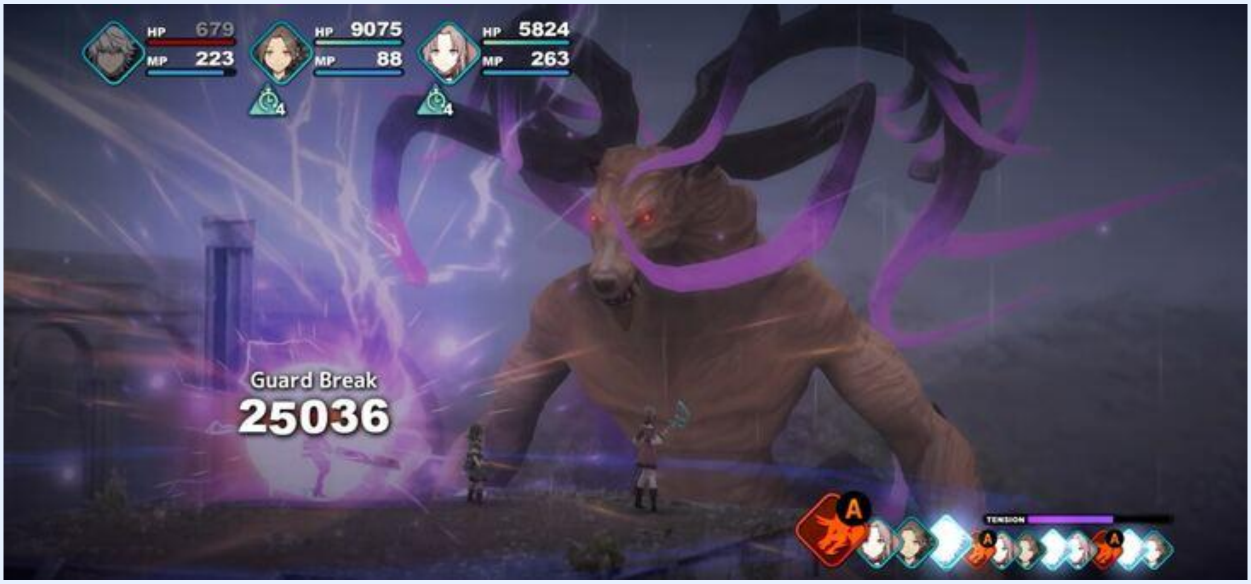
The one move he'll be doing every couple of rounds is **Heaven Piercing Howl**. You'll immediately know this is happening thanks to his horns glowing white.



This will change the environment to a random element. It can be any of the 4 elements (fire, ice, lightning, earth), but it will ALWAYS be an element. You'll have to remember here what element is weak against because the boss will start absorbing said element and be weak to the counterpart:

- **Fire** and **Ice** are the weakness of one another.
- **Lightning** and **Earth** are the weakness of one another.

So, for example, if he changes the environment to lightning (Thunderstorm), he'll absorb lightning and be weak to earth. Of course, just like with the fight against the regular enemies we previously encountered, all attacks of the element present in the environment will also be strengthened. In the previous example, the boss will be using lightning attacks and this will be doing MASSIVE damage, killing your party member without question.



These attacks will obviously change on the environment, but they are: Flare for Fire, Blizzard for Ice, Plasma for Lightning, Gaia for Earth.

When the environment change ends (which lasts a couple of turns), he'll always proceed with a physical attack to one character that hits for around 4200 dmg. Lastly he performs **Elemental Crush** when he jumps away from you. This is his powerful attack and it does a little less than 3000 to all party members.

Now let's talk about formation, equipment, and whatnot. For your party, you're going to be using all of your party members. The only party member that you're most likely not going to use is Tan since he doesn't have any elemental attacks, and probably even Valrika since you don't need Dark or Holy attacks. Leo is going to be your main fire and lightning damage dealer, Cheryl will be your main ice attacker, Zinikr will be your main earth attacker, and Ez will be your buffer. We're going to need both Prickle's Lightning and Kina's Earth spells since we can curve them and hit behind the boss, which is what we need.

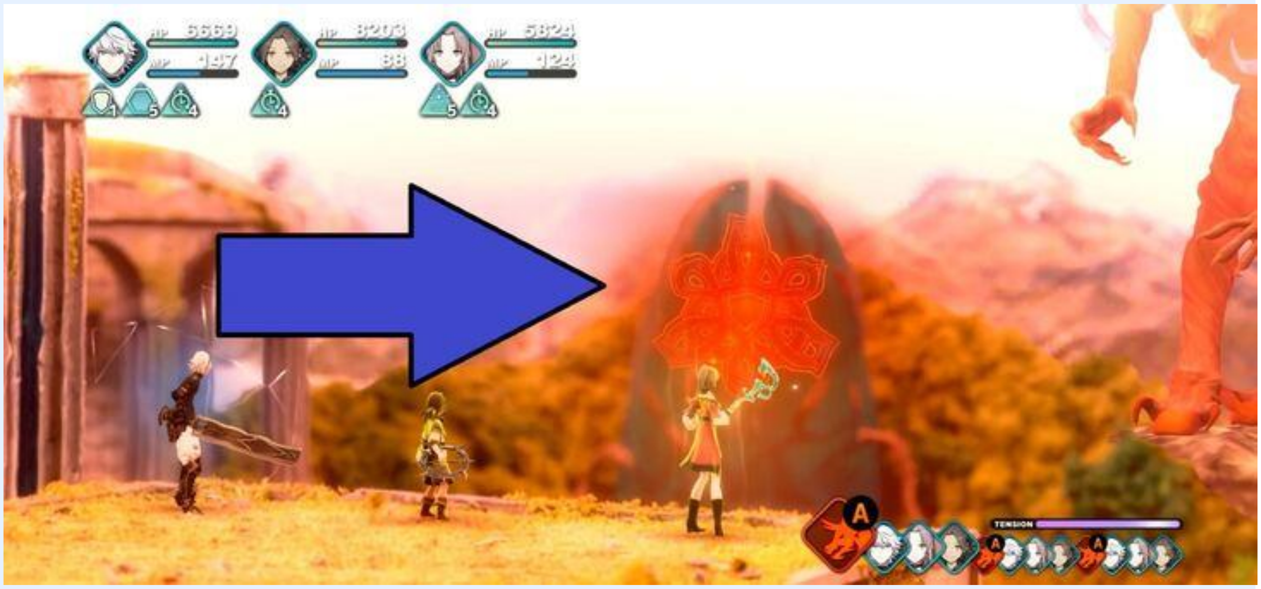
For equipment, it doesn't really matter what you equip, but I recommend stuff to increase your ATK and DEF mostly for your damage dealers. Ez can use jewels to increase his HP (like a Large Jade) and either give him a Pearl XL for even more HP, or give him the Hermes' Grace we got throughout the dungeon to further increase his speed. For someone like Leo that uses MP like crazy, an Opal XL would come in very handy.

There are also some skills you should learn from the Growth Maps. I'm going to assume you already went through The Six Elements trials and you have access to the upgraded versions of the character's elemental spells. That being said, to do as much damage as you possibly can you'll want to learn these moves: you don't need to learn any with Leo since his Samidare's so overpowered, but with Cheryl you want to learn Blizzard Strike at the top of the map, Zinikr's Gaia Strike for that massive earth damage, and you might as well learn Prickle's Plasma attack and Kina's Gaia move.

So how to deal with this guy? It's pretty easy really. Your fight will always start with Leo, Prickle, and Kina since there's a bit of conversation, but as soon as you can swap out Prickle for Ez and start trying to buff your party with Quick All. This is not really needed, but it helps with turns to keep yourself alive. The boss will start changing the weather randomly and start killing your party members. Ez's Quick All helps here to quickly get some turns and revive said party member.

If your Kina has Resurrection use it. You want to revive your party members and heal them up, even if they might die again. The reason for this is that when the environmental change ends he'll always attack one character physically and if you're not healed this character will most likely die, and it's a death you don't need.

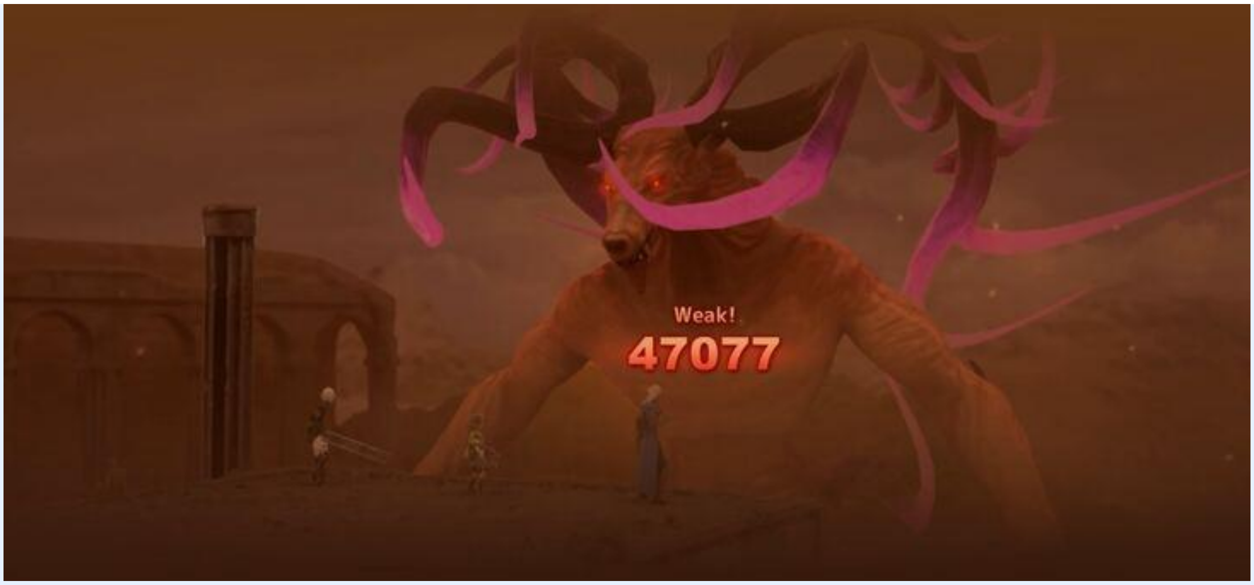
This will continue for a couple of environmental changes so hang in there. Don't freak out because your characters keep dying. Just keep reviving and it'll all change when the boss jumps away and reveals a device on the side.



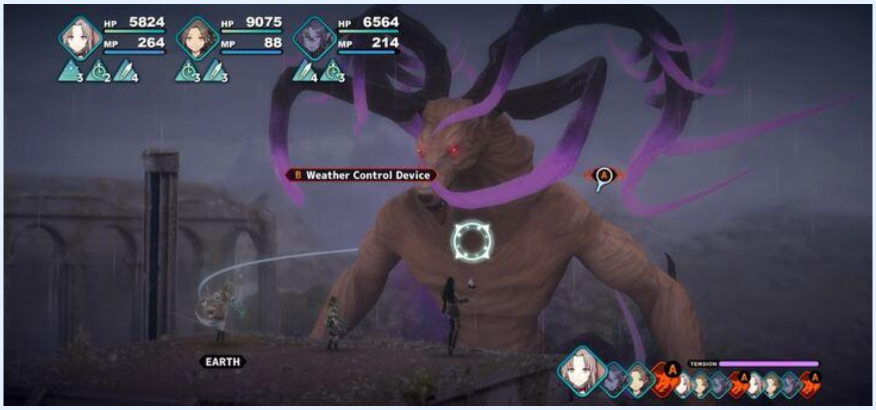
This is your ticket for victory. Attacking this thing with an elemental attack will change the weather to the attack it just took (you hit it with a Lightning attack and it'll change to Thunderstorm). This is fantastic because we can use this to our advantage. You want to ALWAYS hit it with the opposite element that's currently going on. If it's the fiery environment, hit it with ice, if it's thundering and raining, hit it with an earth attack.

This serves 2 purposes: it gives you an edge and gives the boss a weakness we can exploit, but also the boss's attacks will do very little damage since he's still going to perform the attacks he got when HE changed the environment. This means if he changes the environment to fire he'll do fire attacks, but you'll change the environment to ice and he'll continue to do fire attacks AND be weak to ice. Weak to the element and having that element in the environment will let you do tons of damage.

Like stated above, Leo's Samidare (both Fire and Lightning), Zinikr's Gaia Punch, and Chery's Blizzard Strike deal tens of thousands of damage. You of course want to continuously have ATK and DEF up on yourself while you use ATK and DEF down on the boss for maximum effect.



Of course, after the first time you learn about changing the environment you'll be able to continue to do it without needing him to jump away. The issue is that the device is BEHIND him and none of your attacks can go through him, even if they have pierce. This is where your magic comes into play. Since you can curve spells, you can easily curve it so that it hits the device behind him.

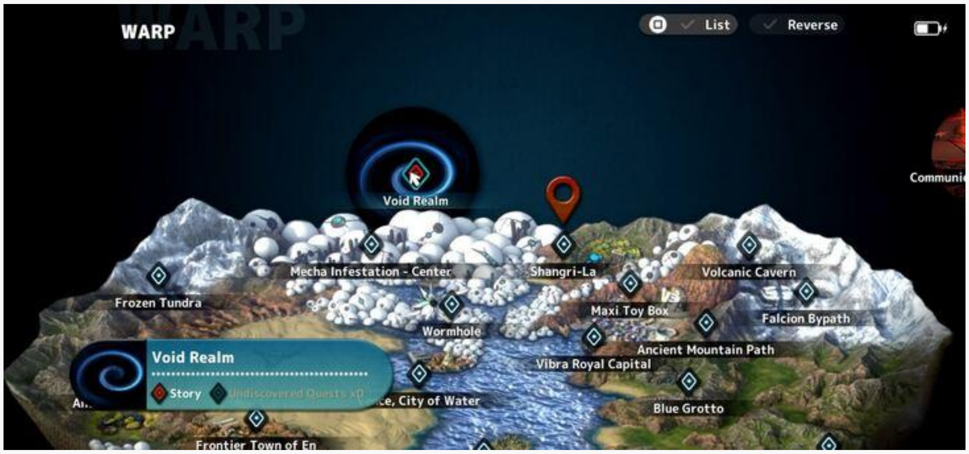


This is where Prickle's Lightning, Kina's Earth, and Chery's Ice spells come in handy. BUT we don't have any fire spells in this game and Fire Slash won't go through the boss, so want to do? Well, use Ez's fire grenade to hit the device. You'll notice in my video below that I learned this the hard way (near the end haha), so keep this one in mind!

And that's pretty much it for the fight. It makes his half a MILLION HP look like a joke. If you think you've mastered this fight in the first 5 minutes, feel free to use your Tension Skills to maximize your damage, but if you don't feel that confident just yet keep it and have it for an emergency with Kina.

After the fight, watch the scene as you're told about the demise of this civilization. Afterwards we'll see a little sparkle where the boss once was. Leo will pick it up and we'll get **Another Dimengeon**. This will open up the **Void Realm**, which is a completely optional area where you can fight bosses that you've previously encountered, but they're higher level (the lower levels start at 65).

Simply select Warp in the menu and you can see the Void Realm above the Human Realm. This is your reward. Congrats!


WARP
List
Reverse
Void Realm
Mecha Infestation - Center
Shangri-La
Volcanic Cavern
Frozen Tundra
Maxi Toy Box
Falcion Bypath
Wormhole
Ancient Mountain Path
Vibra Royal Capital
Void Realm
Story
City of Water
Blue Grotto
Frontier Town of En

And with that, our next page is a "collectathon" page to go over everything we need to complete everything: the rest of the Mechterite, the Tri-Stars Cinderella fights and whatnot.

See ya there!

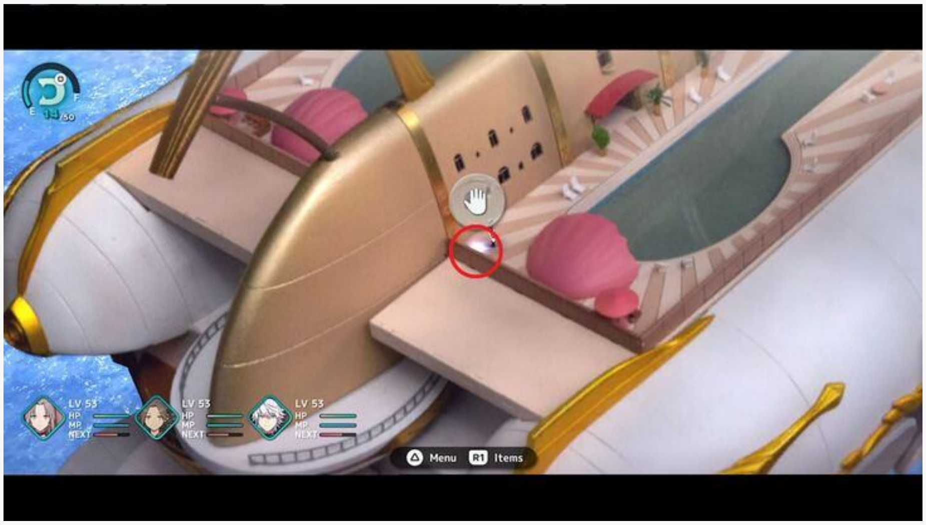
Tying up Loose Ends

Mechterite

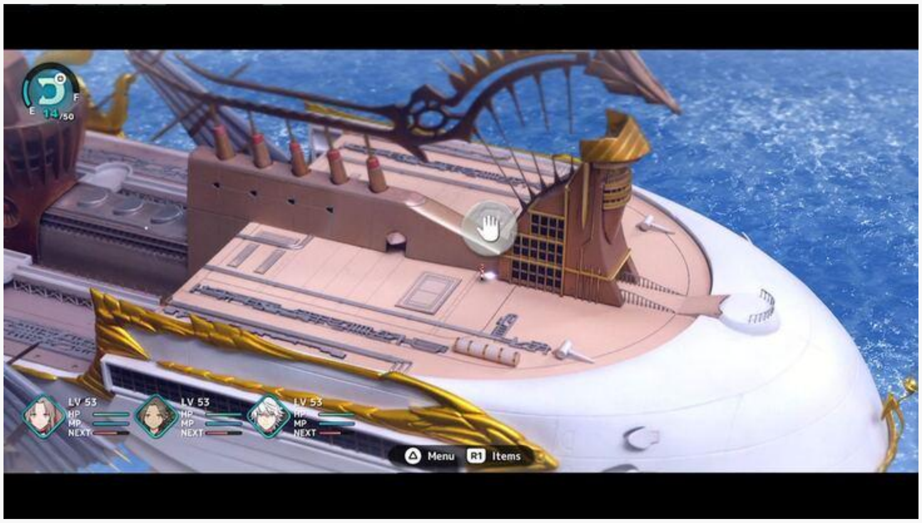
In this page we're going to make sure we've done everything before proceeding to the end of the game, so if you've been following the guide up to this point then you're not going to want to miss this one.

We are starting by collecting any Mechterite we may have missed. We are currently missing 10 of these so let's get started.

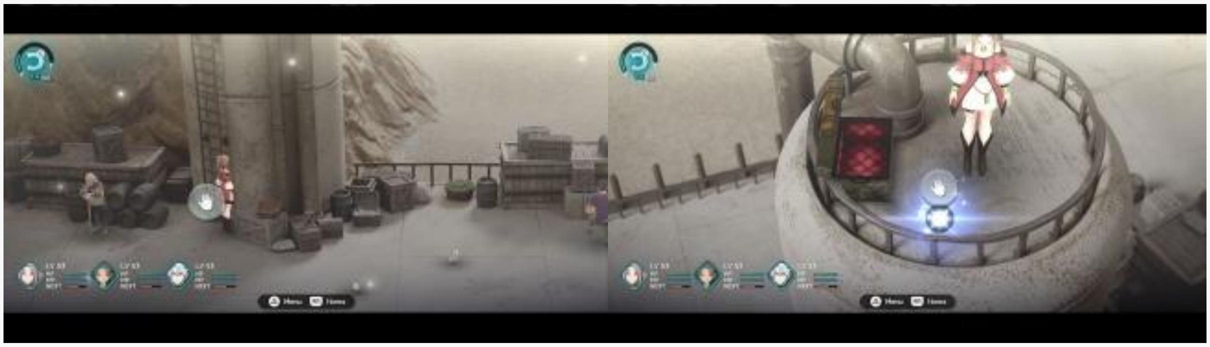
Start by warping to the Uzra's Hall. Head up the stairs and go back outside to the pool. Stay here for a second and look at the northwestern corner. You'll see a sparkle here with your **Mechterite**.


LV 53
LV 53
LV 53
Menu
Items

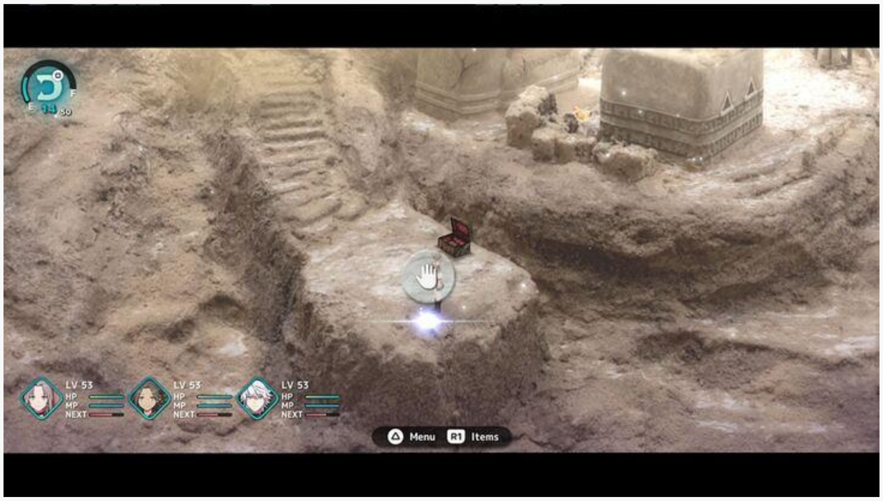
Since we're still here in the Uzra, warp to the Bridge, head down and exit through the top door. Outside look at the little corner on your right to find another **Mechterite**.


14/50
LV 53
HP
MP
NEXT
LV 53
HP
MP
NEXT
LV 53
HP
MP
NEXT
Menu
R1 Items

Warp to En's Harbor and near the exit to the Ancient Hill there's a silo. Go up this silo to find your **Mechterite** at the top.



Warp to the entrance of En's Old District and make your way to the chest on the western side of the map (that's in the lone area) to find your **Mechterite**.


14/50
LV 53
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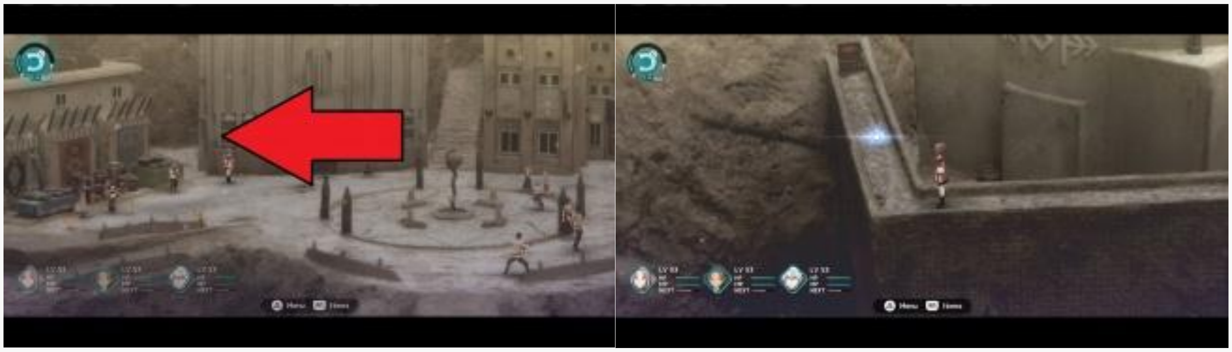
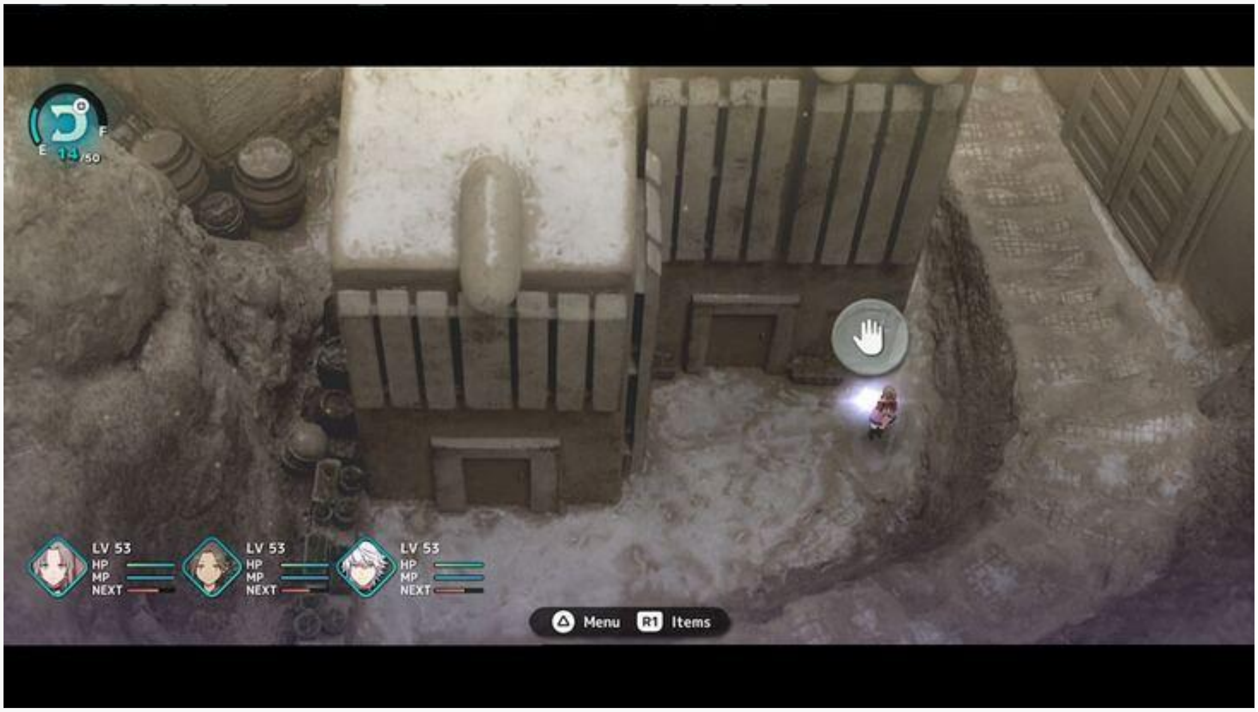
MP
NEXT
LV 53
HP
MP
NEXT
LV 53
HP
MP
NEXT
Menu
R1 Items

Warp back to En's Square and head northwest up the ladder. Walk around the top of the wall and you'll reach another **Mechterite**.



Return and go inside the Inn. Use the door in here to go to the backside of the Inn where you'll find another **Mechterite**.


14/50
LV 53
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NEXT
LV 53
HP
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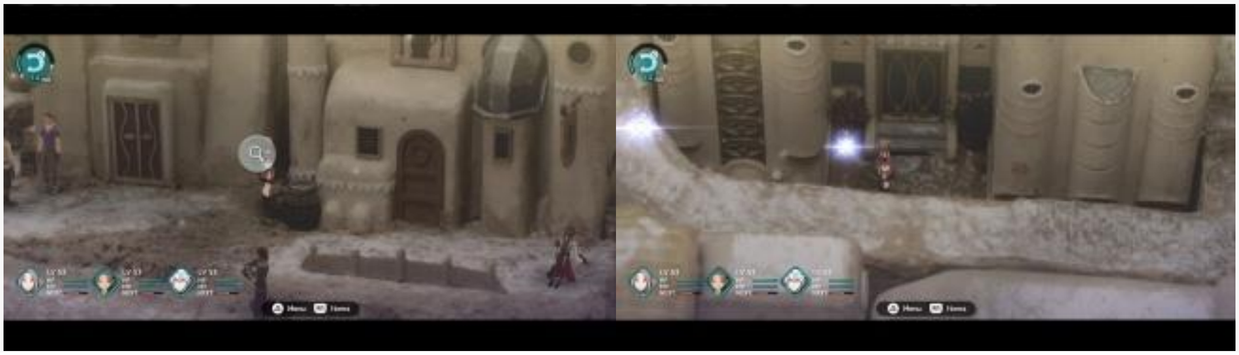
NEXT
LV 53
HP
MP
NEXT
Menu
R1 Items

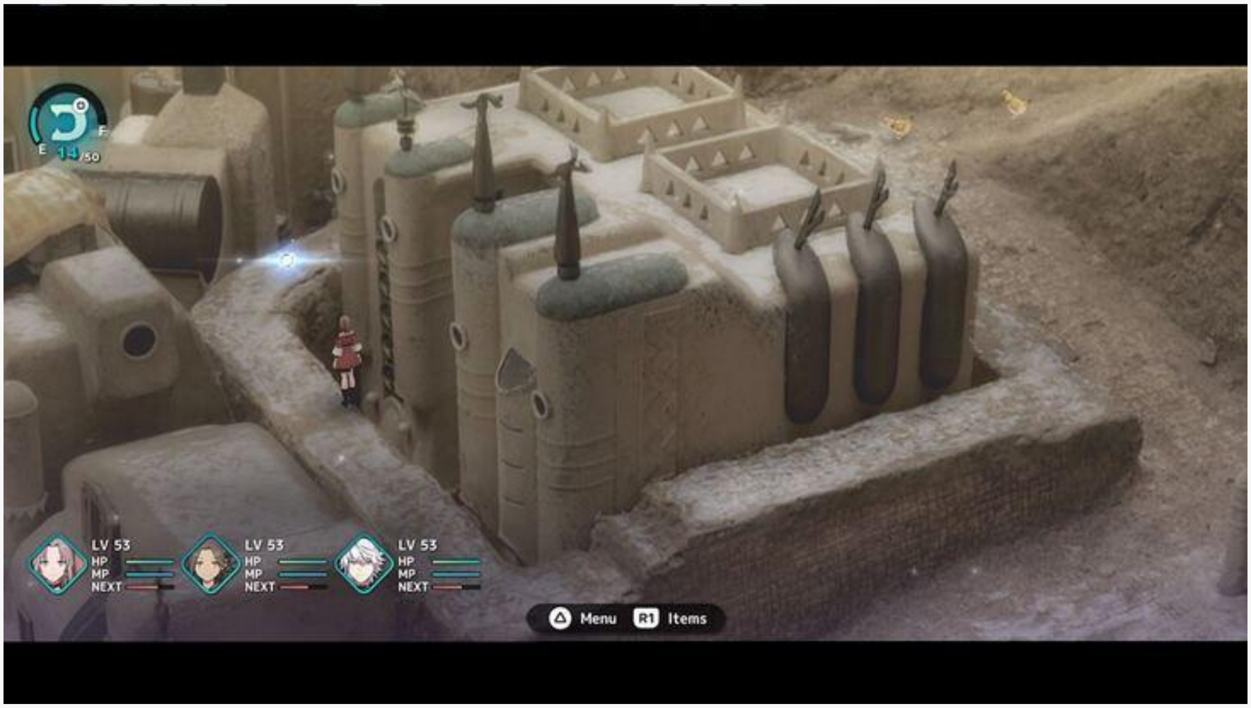
Head back to the main area and go east towards the bar. Go through the alley in between it and the item shop to find your **Mechterite**. You'll also be able to spot a second one on the left.



While we're here, head inside the building and check the bag in the corner to get an **SP Capsule**. Nice find!

To get the Mechterite we saw in the previous image, return past the alley and go up the path to the north. If you haven't already, open up the chest the couple is staring at (they've been doing so since the beginning) to get a **Barrier Bangle**, extremely weak equipment at this point.

Head up the slope and before you continue going up go south and onto the wall and go around to get that **Mechterite** from before.


LV 53
HP
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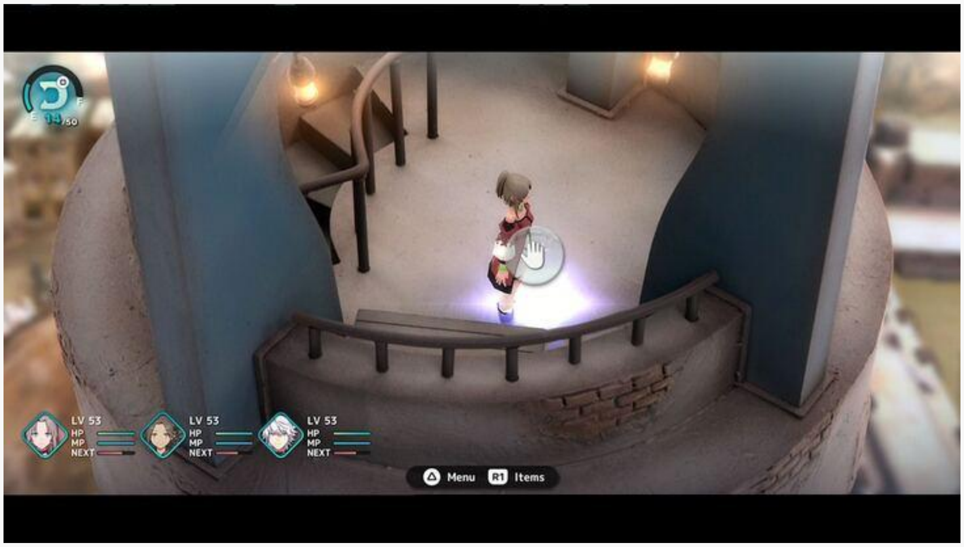
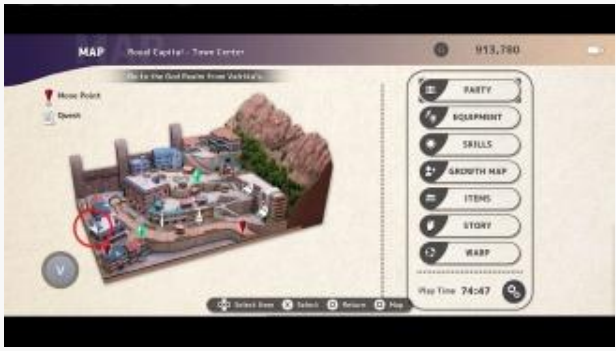
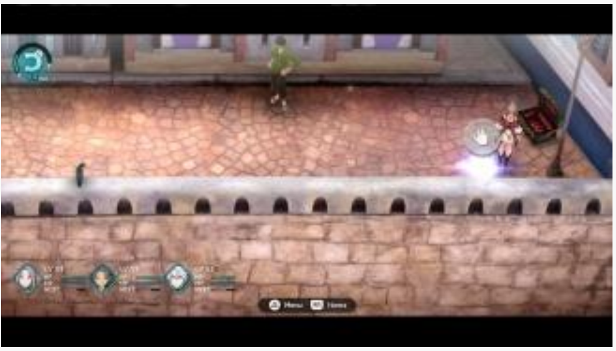
LV 53
HP
MP
NEXT
LV 53
HP
MP
NEXT
Menu
R1 Items

Head to the very top and go inside the lighthouse. Move to the very top and you'll find your next **Mechterite**. If you haven't been up here since the beginning of the game (I haven't) you'll get a scene with Kina. Nice.


LV 53
HP
MP
NEXT
LV 53
HP
MP
NEXT
LV 53
HP
MP
NEXT
Menu
R1 Items

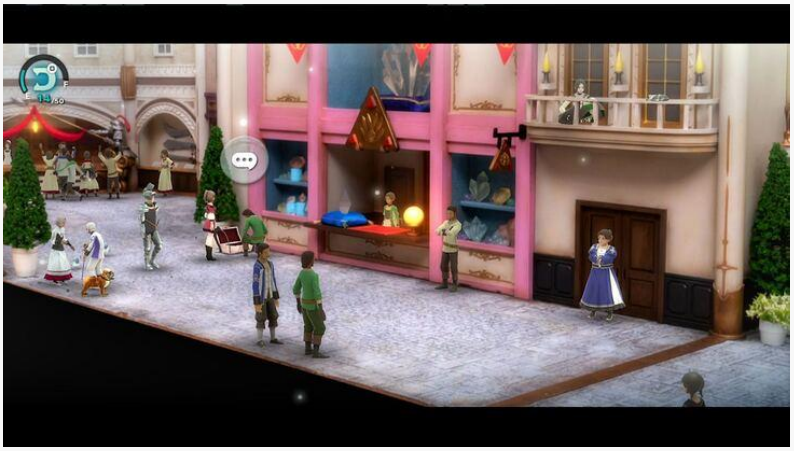
Warp back to Vibra's Town Center and go to the alley on the western side to find another **Mechterite**, which should be our last.


MAP
Royal Capital - Town Center
PARTY
EQUIPMENT
SKILLS
GROWTH MAP
ITEMS
STORY
WARP
Play Time 74:47



Since we're already here, if you haven't already, open up the chests in Leo's backyard. You need Chaos Keys but these contain **Soma Blade**, **Graviton Knuckles**, and **Ouroboros**.

Speaking of chests, head to Vibra's "Royal Capital - Center" and open up the chest the man is staring at (need a Chaos Key) to get the **Angel Rod**.



The man sitting at the fountain up ahead, if you haven't already, give him the 30 Poison Apples he asks and you'll get a **Toxic Ring**, a weapon for Cheryl.

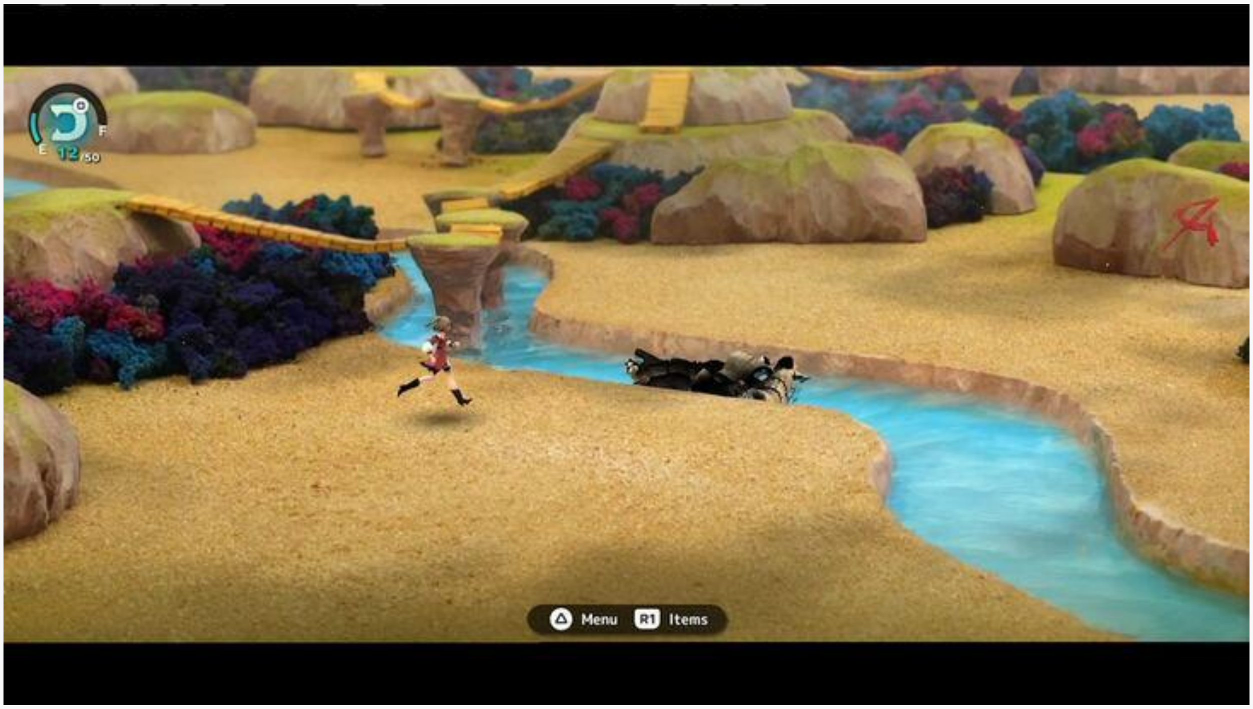
Warp back to Valrika's Laboratory now and use the console in the center to get your rewards:

AMOUNT	REWARD
1	Unfamiliar Stone
2	Harpe
3	Wizard Belt
4	Opal XL
5	Pearl XL
6	Ruby XL
9	Hermes' Brilliance

Cinderella Tri-Stars

Time to take out these buffoons. We are just missing a couple of fights, so let's get started.

Our next encounter is at the Ancient Hill. Warp to **Ancient Hill - Bridge Path** and make your way to the southern middle exit. Do note that you need to have completed the sidequest The Golem's Revival since we need to use the golem we destroy in that sidequest as bridge to get to the mark that's just past it.



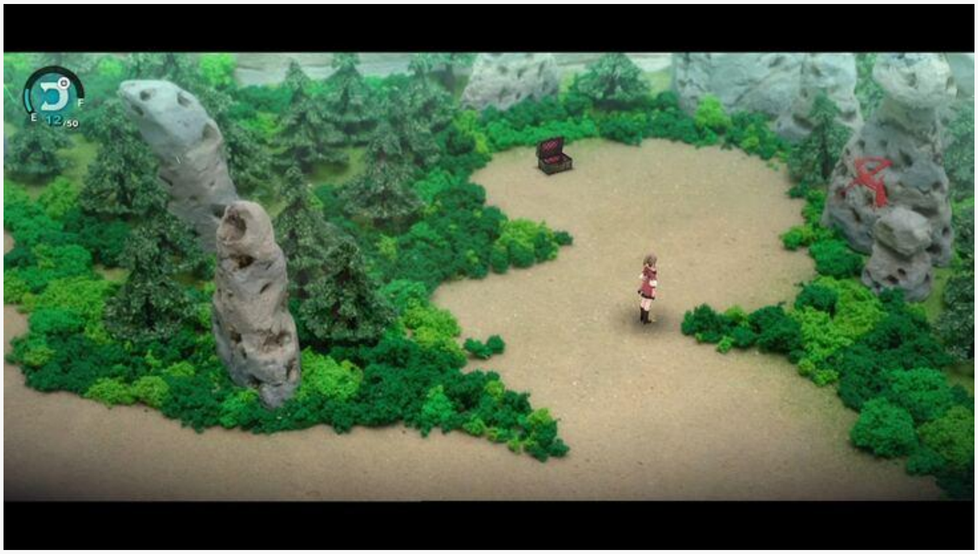
As it's usual, approach the mark to have them pop out and start our fight. The fights against them are never really that big of an issue or something you should be afraid of, unlike boss fights. This time is the same. The fight starts with Folt using a new attack with his violin. This attack hits the party 8 times randomly. It doesn't do much damage (around 500 per hit) since the hits are shared among the party. It also summons 9 Ribbidons... that run away.

These ribbidons still have the usual low HP so a single use of Valrika's Arrow Rain should be enough. That is, however, after the first batch of ribbidons he summons because the first ones flee. He'll continue to use his violin attack to attack you and summon more ribbidons, and some of them will stay. If they do you can even use Ez's Vacuum to suck them all in near the Cinderella so Valrika can also attack them.

The one thing you still want to be careful of is Morrigan's attack where she'll counter your attacks with Death, and it also inflicts Berserk on a party member. Try and curing it ASAP so they don't accidentally attack her and die (she's glowing red during her counter). I recommend you focus first on Folt, then Morrigan, and last Dotty.

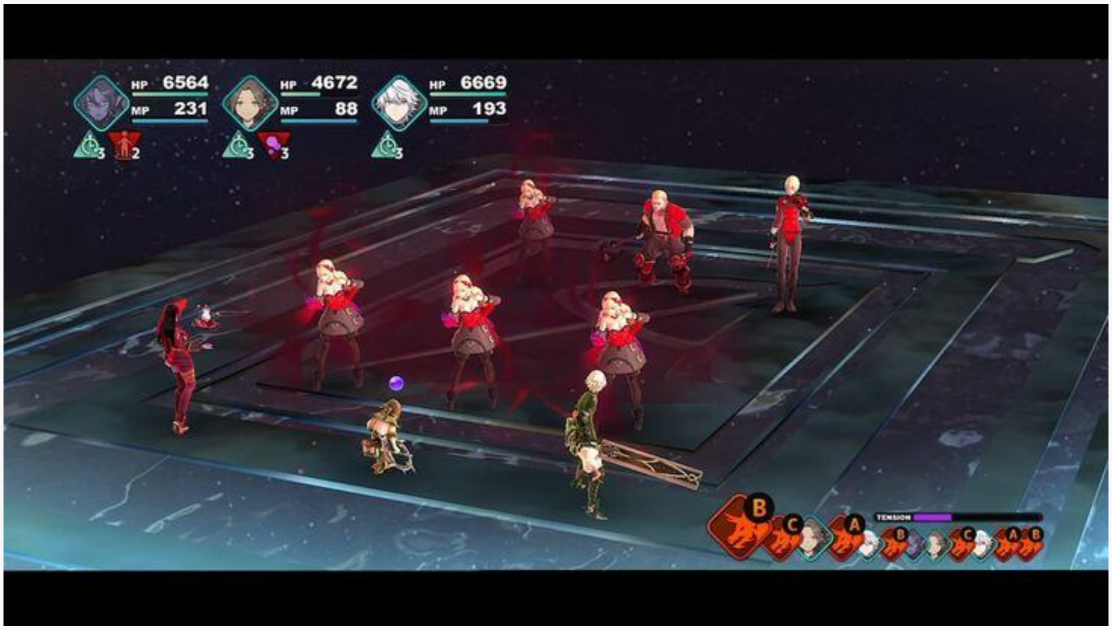
After the fight you'll get **Cinderella Badge VI** and we need to find them at "an island of mist and mystery". We've been there already.

For our next Cinderella Tri-Stars fight, warp to **Nameless Island - Grave**, save your game and make sure to equip jewels that protect you from Curse. Once ready, proceed right to the dead end where you'll find them once again.



Just to get it out of the way, you'll want to deal with Folt first. His status ailments are very annoying to deal with so he has to go first. He'll be using Curse throughout the fight so, unless you equipped the jewels, he'll be extremely annoying. He can also seal a party member, which will force you to use an item to cure it. Ez is the only one that can continue using his skills so make sure to keep him in the party.

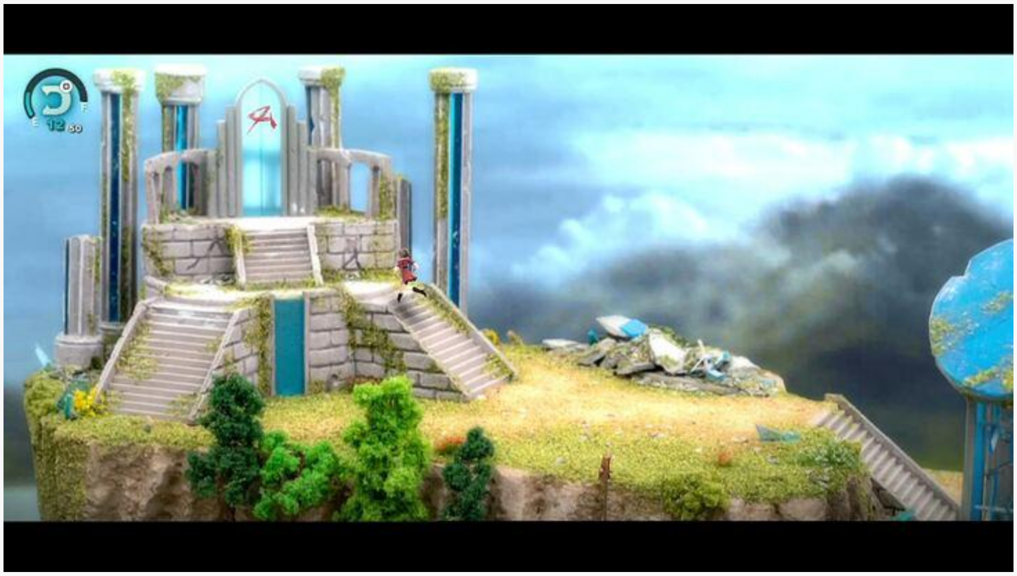
This fight is pretty much the same as the previous one, only that Morrigan will inflict Poison to the person she attacks and has a new attack where she'll split into 4, sending 3 Morrigan copies to the front. She also uses her Death-counter with all of them and cast Berserk on a party member. They kind of mess with your head when Dotty says he knows which is the real one. **DON'T** attack any of them as they all can counter your attacks and kill you instantly.



One final new attack is also from Morrigan. She's charging a powerful attack and releases a 4 hit attack on a party member. This can deal up to 1300 dmg. per hit, which can be deadly. Keep DEF up on your party and ATK down on her to mitigate the damage.

And that's about it for this fight! We'll get the **Cinderella Badge VII** and they'll tell us to meet them "at an altar of a ruin city".

I hope you are prepared for the last one! Warp to **Shangri-La - Field of Ancient Machines** so you can heal up, prepare, and save your game, then warp to **Altar** at the very top of the same screen. Head left and you'll see the final Cinderella Tri-Stars mark.



You can only activate this if you have all 7 Cinderella Tri-Stars badges, which you should at this point (the one we get at the Nameless Island is the last one). They tell us this is the last time, and that they hope we're ready for this last fight.

During this fight, they'll be basically using every little trick they've been using so far during their previous fights. They have their barrier machines behind them that give them a 20-hit barrier, they have the 2 little robots called **Hades 2.0**. These have 15000 HP each and they like to buff the Cinderella with ATK and DEF up. Luckily it's only one at a time.

Morrigan's attacks poison your characters, Folt can curse you and can release his ribbidons (as well as attack you with the violin from the previous fight) but this attack will now hit for like 800-900 per hit. Dotty will continue to do his regular attacks, and sometimes guard to prevent damage. Do be careful because he has his attack that hits all party members 4 times for around 1500 damage each. DEF up AND ATK down on Dotty is a must to survive this attack.

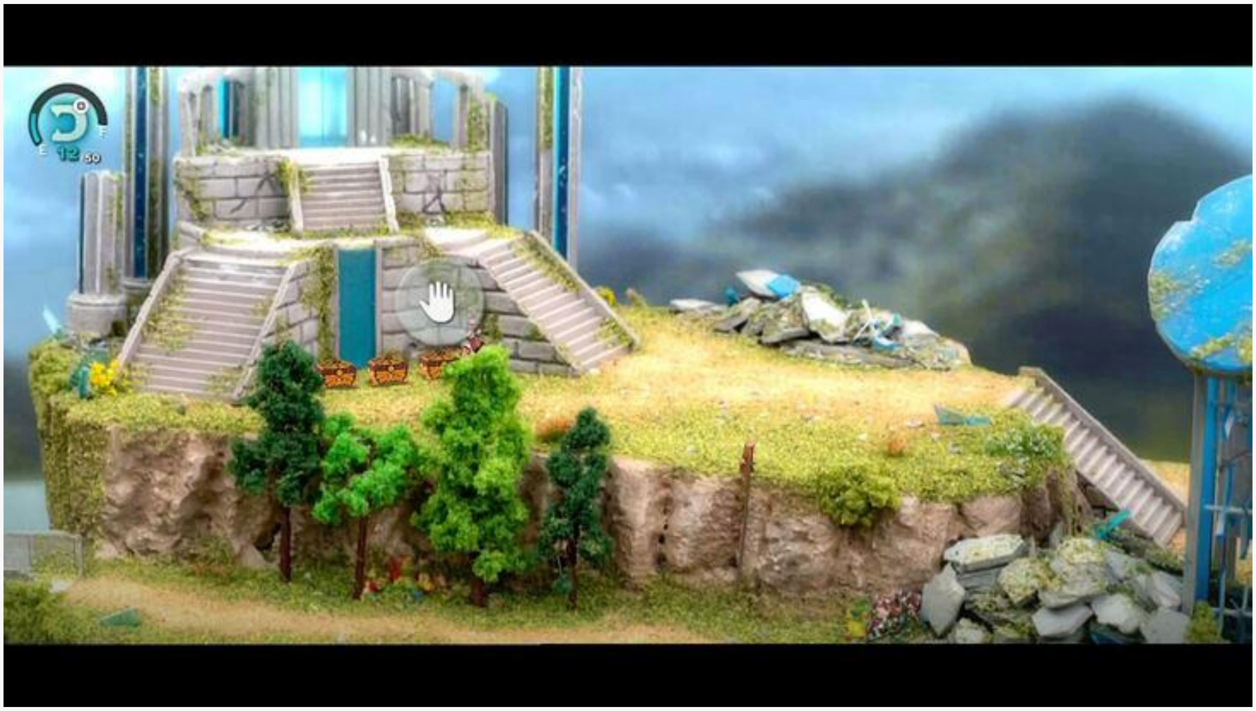
This fight is, again, not so bad. Bringing your Curse-preventing jewels is one of the best things so you can continue healing. Ez's Vacuum is fantastic because you can suck in all the ribbidons and the Hades 2.0 near Dotty, then use Valrika's Arrow Rain to deal tons of damage AND get rid of the barriers.

After the fight there will be some scenes where we kind of get to know them. It seems they've been guarding the secrets of this altar for the past 12,000 years. Wow! I'm not going to lie, I didn't expect much after the fight, but this was a very touching and emotional scene. It was getting to me as well. I would've probably cried if it was voice acted haha.

Let's see...
Twelve thousand years, give or take!

You'll see during the scene that 3 chests drop right underneath us... man, Nobuo Uematsu is a master in doing music huh? This soundtrack is amazingly beautiful.

Anyway, go down and open up your chests to find **Ultimate Guard**, **Holy Belt**, and **Ultimate Guard**.



After opening them the altar's door will open afterwards. Before that, the armor we just got. The Ultimate Guards are great. They have tons of DEF and can be upgraded. Sadly they don't have any passive skills, but they compensate that with raw DEF. The Holy Belt, on the other hand, is amazing.

Besides being upgradeable and having good DEF, it protects the wearer from all status ailments. Yep, EVERYTHING! If you use Tan, this is perfect for him because it protects him from his Mystery Potion side effects while leaving your 2 jewel slots open for increased ATK and HP.

Anyway, the door that just opened. Approach it and try to enter. It tells you that you can reverse time, but you need a **Tachyon Medal**. First of all, this is where you go to start New Game +. You get to keep your levels, skills, items, etc., but the Tachyon Medal is located at the end of the game, so we need to get there now.

And that's about it for this section. These are the 2 things we needed to do before the end. Of course, go ahead and finish off any sidequests that you haven't done yet. For me, for example, I still had to do the ones down below, but click on the Table of Contents on the right for all these sidequests.

- The Forbidden Chest
- Merging Powers
- Omega

Yes, I just needed these 3. One last thing, head to Bernard's Laboratory in the Hidden Village and open up the Chaos and God chests that are in here. On the first floor you can find **Grace Globe** and upstairs you can find a **Crystal Quartz** from the Chaos chests. This last one is important. The God chests have **SP Capsule x2** and **Megaton Punch**.

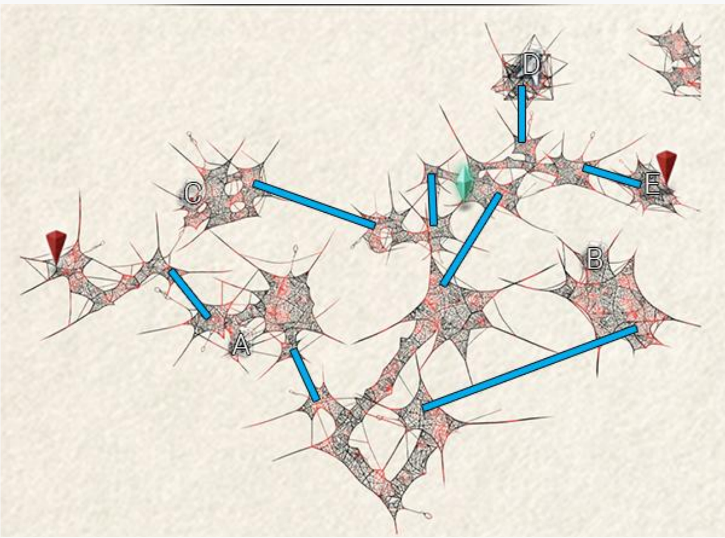
Once you are ready to continue and go to the God Realm to finish this game, however, head on over to the **Communication Network** area (which is through the portal in the back of Valrika's Laboratory) and I'll see you in the next page!

Communication Network

My lv.	53

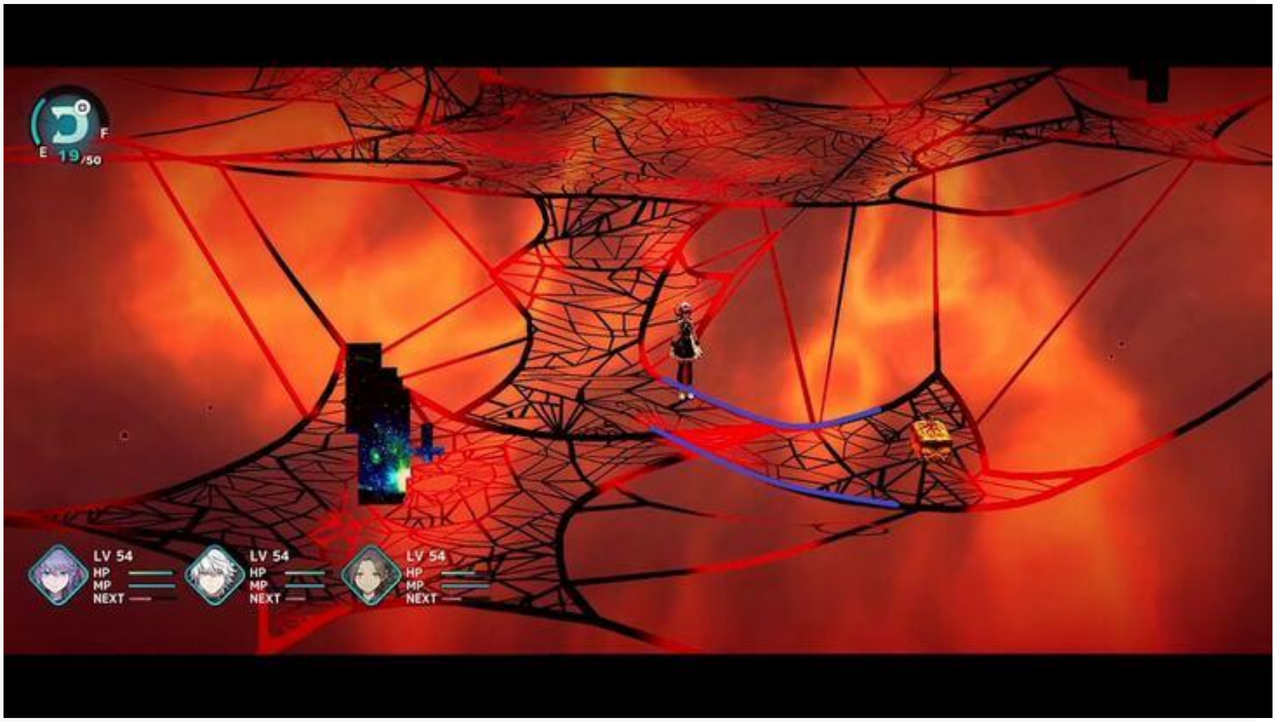
ENEMIES		
NAME	HP	WEAKNESSESS
Megaton Bomb	5040	Ice
King Sandphin	4310	None
Super Basilisk	8670	None
Lightning Noise	4500	Earth
Holy Noise	4500	Dark
Fire Noise	4500	Ice
Ice Noise	4500	Fire
Earth Noise	4500	Lightning
Dark Noise	4500	Holy
Rock Rush	7690	Holy

Ok, it's been a while since we've been here so it's nice to finally go through it. What I like about this place is that it's just one big area and you'll be teleporting all over the place. It's also fairly linear, so let's get started, shall we?

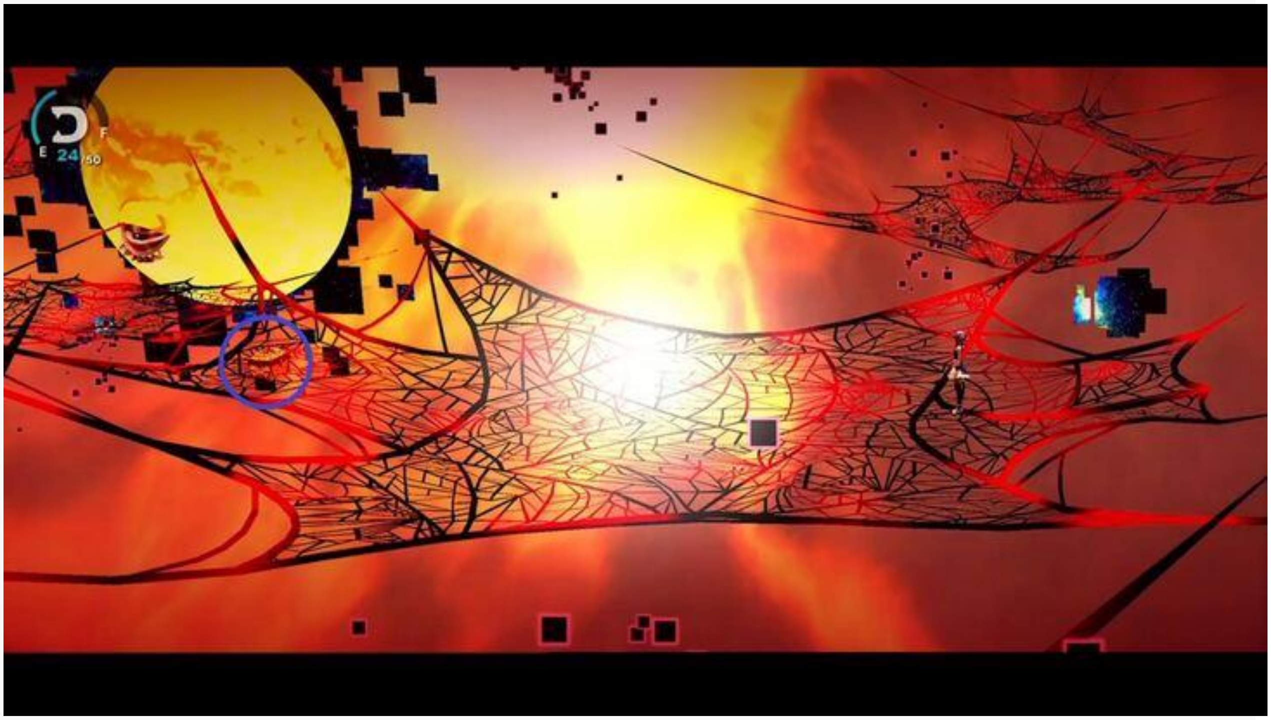


NOTE: There's an enemy here called "Rock Rush" that can cast Death Sentence on a party member. You need to kill him before the timer runs out, but this in the Dimengeon is terrifying because you can get a lot of them at the same time. Be very careful. You probably won't be here long enough to fully fill the Dimengeon so I recommend you either save your game before you fight it, or go back to the Outskirts and empty it.

From the entrance approach black area on the right and you'll be teleported. On the other side you'll see a chest. It's kind of tricky to see the path, but go down to it for **Chaos Clay**.

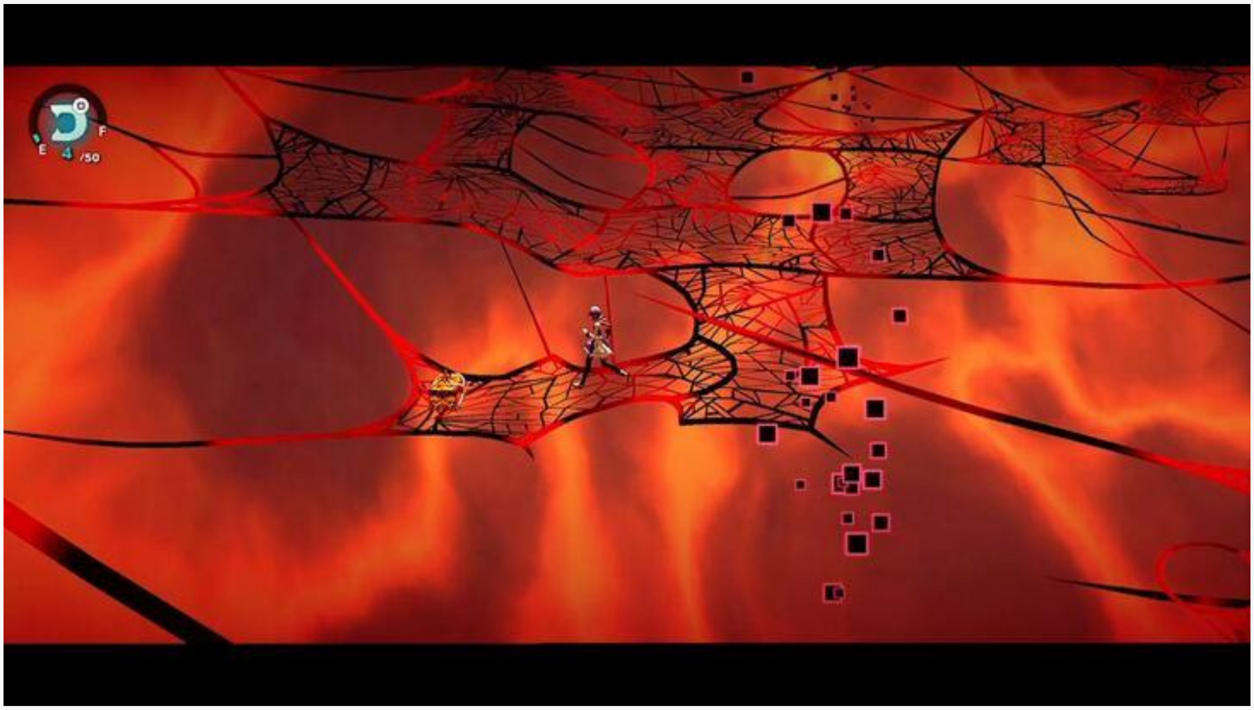


Head up now and a little scene will play. Afterwards enter the portal on the right. On the other side, go right from the split first and go through the portal at the end to find a chest with **Order Motes x2**.

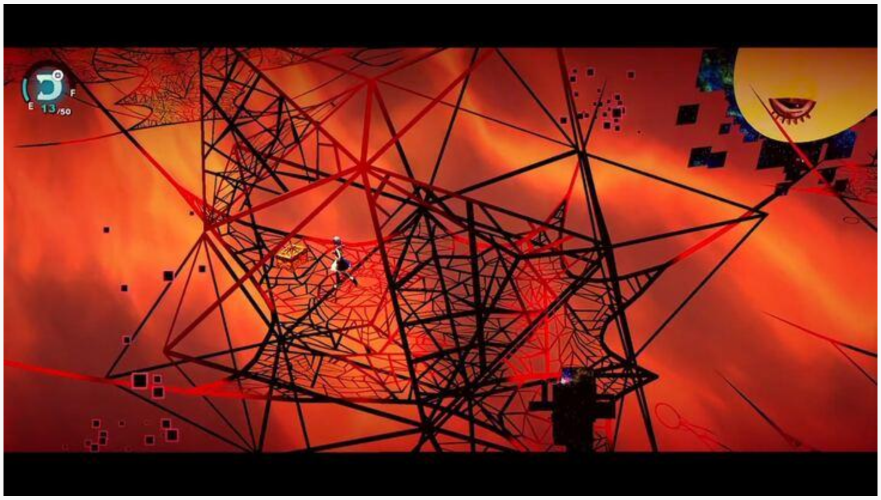


Return to the split in the previous room and follow the other path and enter the other portal (after you watch another scene). This brings you to a save point. Believe it or not we're close to the end.

From the save point go left through the portal, go through a second portal and follow this path until you reach a chest with **Hyperspace Ring**.



Return to the save point and before you save follow the path going up, then go left at the split to reach a chest with **Peridot L** past the portal.



Return to the previous screen and NOW go save your game. Heal up, save your game and prepare yourself by reading the strategy below. When ready follow the path once again but this time go right from the split and on the other side of the portal you'll have a little scene and then a boss fight.

SOLAR FLARE NOISE

NAME	HP	🗡	🛡
Solar Flare Noise	300000	653	337

Who would've thought we'd be fighting a sun... and not only that, but it's a gigantic eyeball? Aren't we in some sort of digital area? This boss confused me so much haha.

Ok, this boss is pretty cool to fight. If you've done all of the sidequests up to this point and you've been following the guide, then this boss is pretty easy AND simple, but nevertheless, I'll be helping you out throughout the fight.

The Solar Flare starts very far away from us, similar to the Eternal Holy and Eternal Darkness fights we had in the Maxi Toy Box, but unlike those fights, you will still deal normal damage regardless of where it is AND the more you damage the boss the closer it will get. There are 3 stages of distance and despite you'll be doing the same damage, the Solar Flare won't. It'll be getting more and more powerful the closer it gets.

That being said, let's talk about its attacks. **Flare** is its most used attack, which is basically a fire spell that hits one character for around 2500 fire dmg. **Noise Block** is one of the most annoying moves it'll use. It hits a party member for around 2500 dmg. AND removes all your buffs AND gives you fire resistance down. Yeah, this is a packed move.

As soon as the Solar Flar approaches for the first time, your party will talk about the heat being too much and you'll start taking 500 damage **EVERY TURN** thanks to a move called **Incinerate**. Yes, because of how hot this thing is we'll start taking 500 damage per turn. This damage gets lowered when you equip Garnets, which is pretty nice. What's not nice is the fact that once the Solar Flare approaches for a second time you'll then start taking 1000 damage per turn. Yes, the damage doubles.

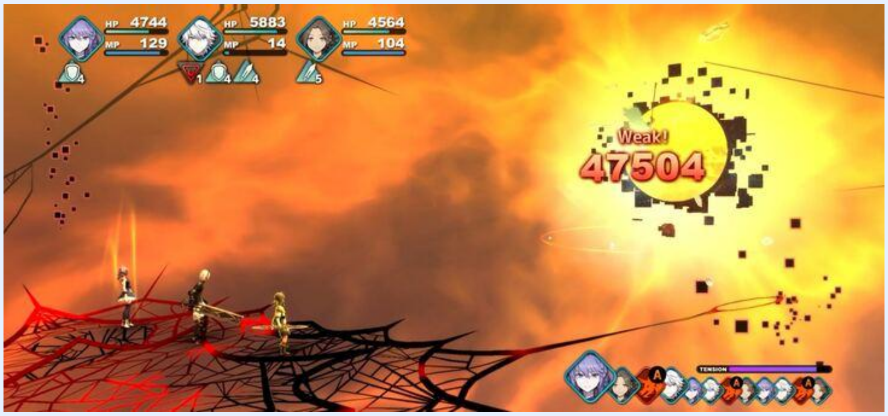
During these 2 "phases" he'll start using his powerful attack **Prominence**. He opens his eye really wide and start charging. This attack hits all party members for around 3200 fire dmg.. Not too bad.

Before the fight begins, make sure to equip Garnets on your party, of course the bigger the better. You should also bring Citrine Jewels equipped to prevent Sleep because this guy loves to put you to sleep (or try to if you bring these).

For your party I recommend Cheryl, Leo, and Ez. You can easily swap Leo for Valrika if you want. You want Ez to start out by casting Quick All, DEF up, and ATK up (in that order). Ez is one of the most important characters to bring because the boss's Noise Block attack slows you down so you'll want Ez to constantly use Quick All and DEF up. Of course you'll also want him healing nonstop.

For Leo/Valrika, although it's tough and it will miss a lot, you can use ATK down on the boss. You can easily cast DEF down on the boss, but ATK down is another story (at least for me). Other than that, hit the boss with your best attacks (Samidare Lightning +2, Arrow Rain, and ice spells) and help heal if/when necessary.

Cheryl is your main damage dealer in this fight. She can also use Slow on the boss. This is HUGE if you can actually pull it off and you have Quick on all characters. Other than that, just have her stick to using Blizzard Strike over and over. Of course you'll want to use your combo of Concentrate + Charge x2 + Blizzard Strike. This will deal easily 50000 dmg. in one hit. If you can have ATK up on Cheryl for maximum damage. Of course after you do it once simply continue using Blizzard Strike and Concentrate.



And that about covers it. Like I said, pretty easy boss.

Once ready, head through the portal, watch the scene, and we'll be in the next area, which is pretty much the final one! See ya there!

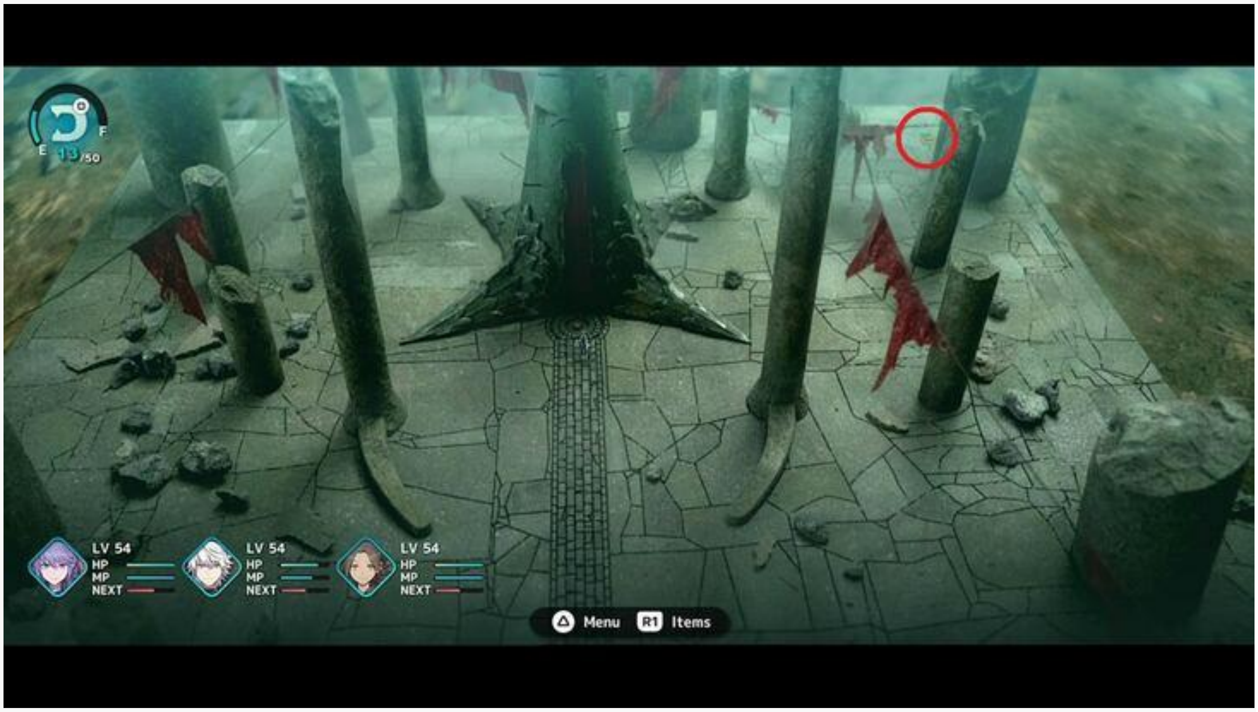
Sanctum

My lv.	53

ENEMIES		
NAME	HP	WEAKNESSESS
Super Garlamash	9860	Lightning
Demi Sandphin	3640	Dark
God's Cycle	5280	Dark
Mad Minotaurus	20210	Lightning
Geo Nova	10560	Dark
Froggergaga	12780	Fire
Hell Rush	14000	Holy

We are technically still not in the "Sanctum" area, but we're just outside. Once we regain control in the God Realm simply head through the opening in the red cloth to the north and you'll be in Sanctum proper.

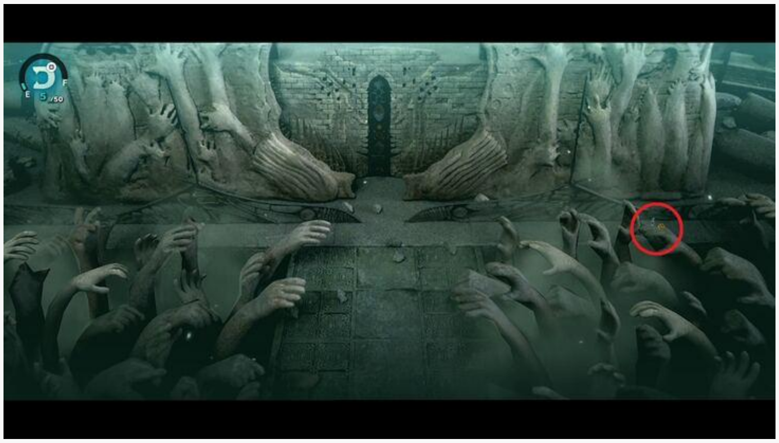
This place looks creepy! Luckily for us there are no enemies here so you can explore to your hearts content. There's not much going on here really, but as you start look to the northeastern corner to find a very lonely chest with **Ether L x5** inside.



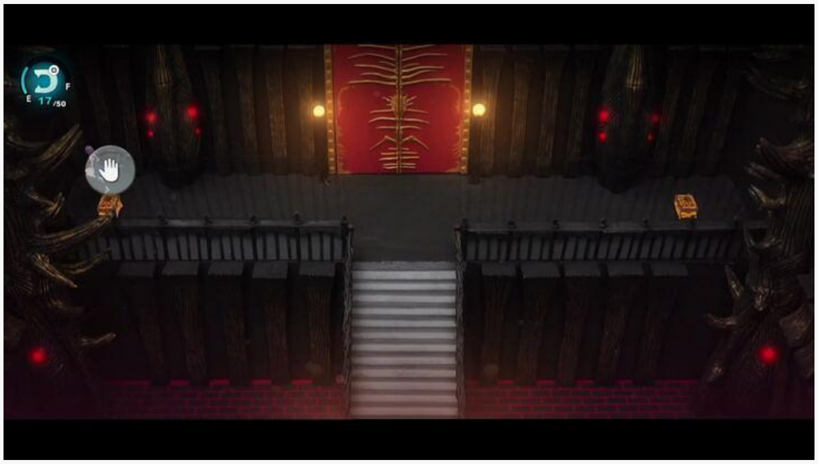
Head up the large staircase to the north now and after the camera pans out (man all those hands are creepy!) we'll be greeted to Sanctum.

Sanctum
中央神殿

When you regain control start making your way towards the tower (enemies will now start appearing) and as soon as you get close and the camera changes, head right and open the chest for **Elixir x2**.



Head inside now and you'll find a strange device in the center. Examine it but nothing happens. Save up your game and go up the staircase to find that the large red door doesn't open. Hmm. Before anything, go left and right from the door to find **Chaos Clay x2** and **Order Motes x2** from a pair of chests.



Head back down and examine the weird device again. A scene will play out where we can see all 3 realms. This is kind of gnarly! We start getting sucked in towards these realm bubbles, but we'll be getting split apart. Oh noes! The parties end up like this:

- Human Realm: Leo, Cheryl, Kina
- Machine Realm: Ez, Prickle
- Chaos Realm: Valrika, Zinikr, Tan

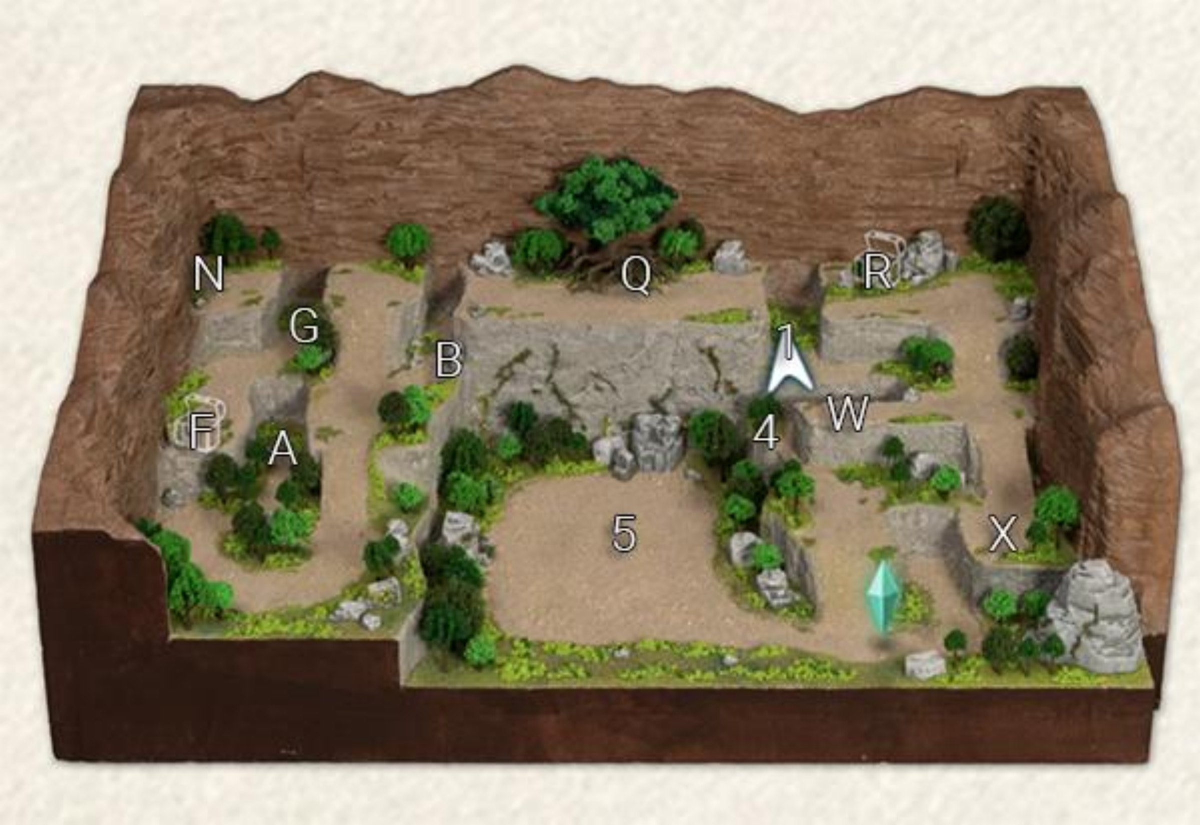
Supposedly everyone was getting dragged to their own realms, but Ez has nothing but machines in his brain haha and Zinikr wanted to protect Valrika. Aww. Tan... who knows haha. Probably because of his past? Or his connection to his beasts?

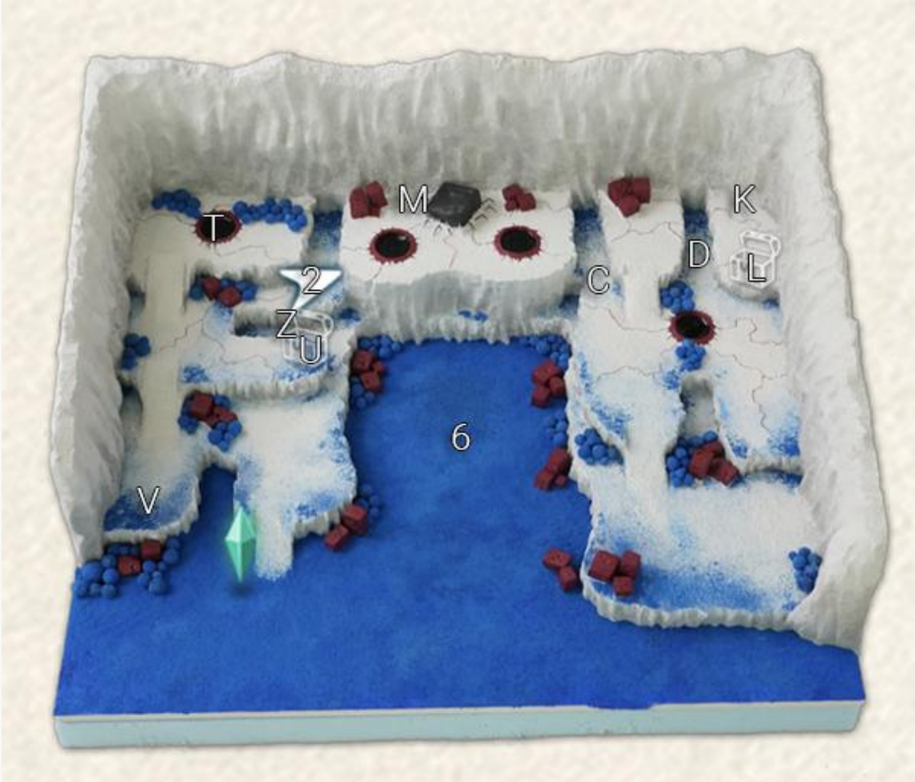
Anyway, we are now going to be going through these "dungeons" all 3 at the same time. There are the same weird devices that started this scattered all over the place and we'll need to get stuff in one realm to help out the others grab more stuff to help other parties... you get the idea. Each also has their own boss at the end but they're, for the most part, pretty simple (especially Ez and Prickles!).

Anywho, let's get started!

NOTE: the Dimengeon Device will not work throughout these areas so you'll have to fight your way through the areas. Also note that all the enemies you fight you've already fought before so I won't be listing them. If you've been scanning enemies throughout the game you shouldn't have the need to do so here.

We start out with Leo's party. The blue portal next to you is to leave this area completely, which is good. From here go left and around behind the trees to find a platform for the **machine realm**. Examine it and it'll teleport back to the original realm.

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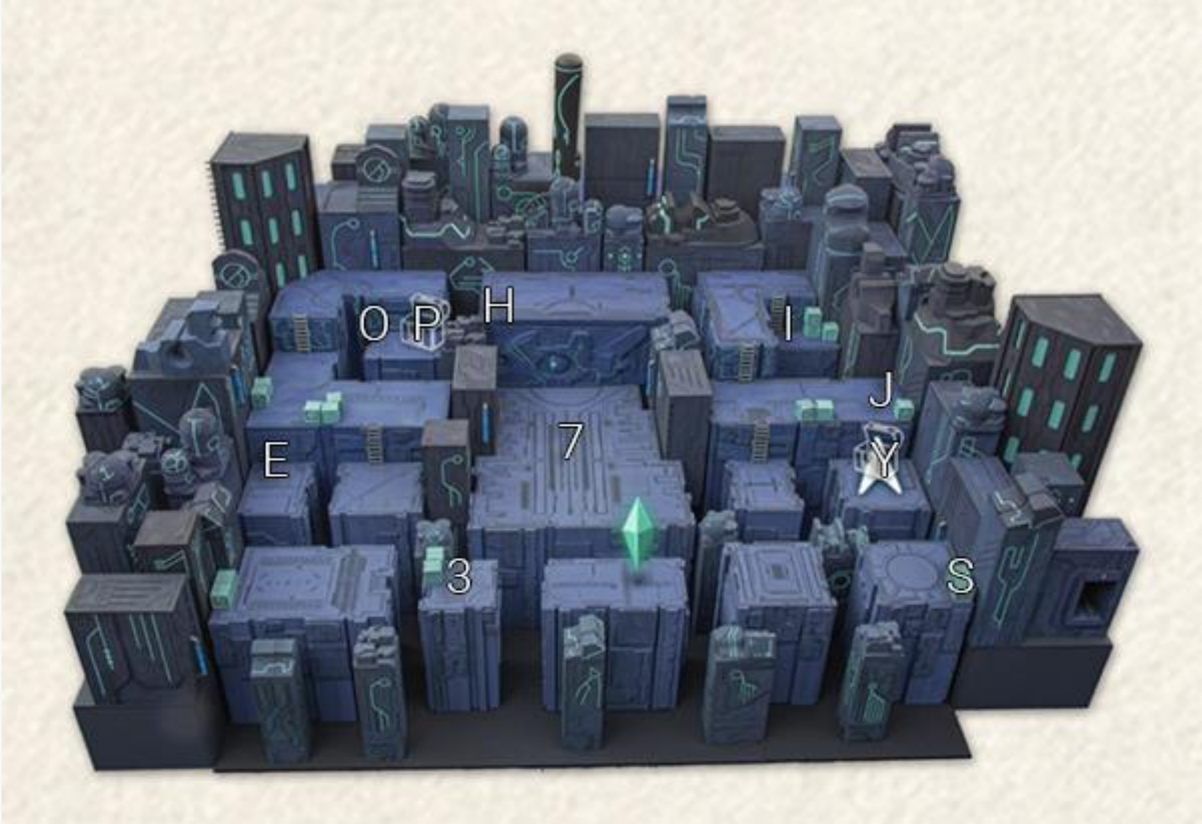
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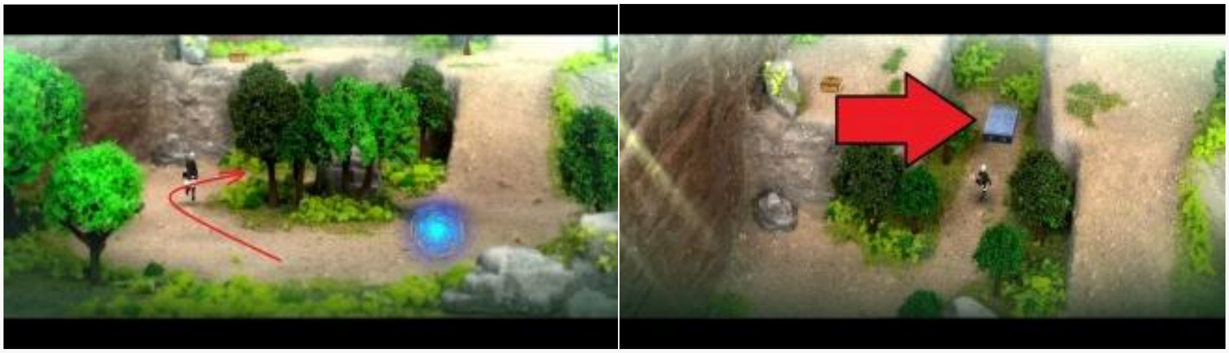
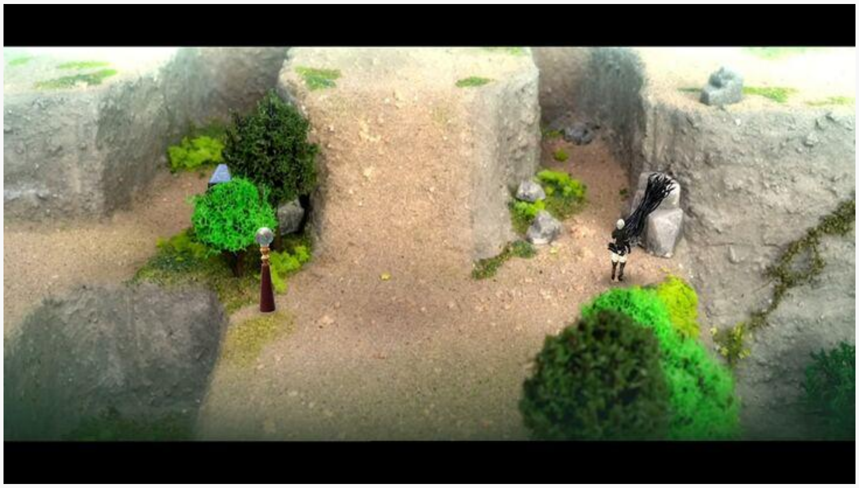
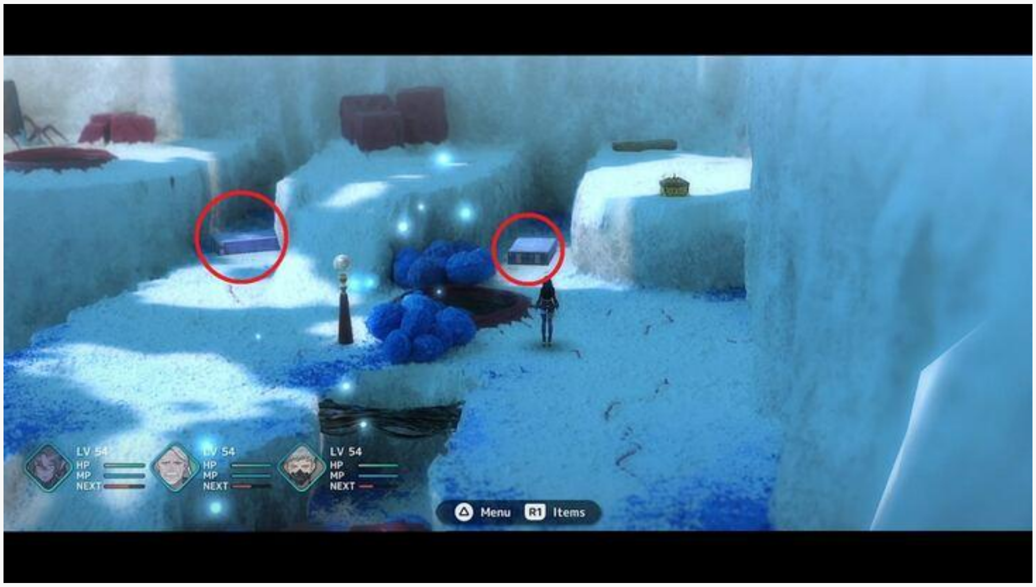


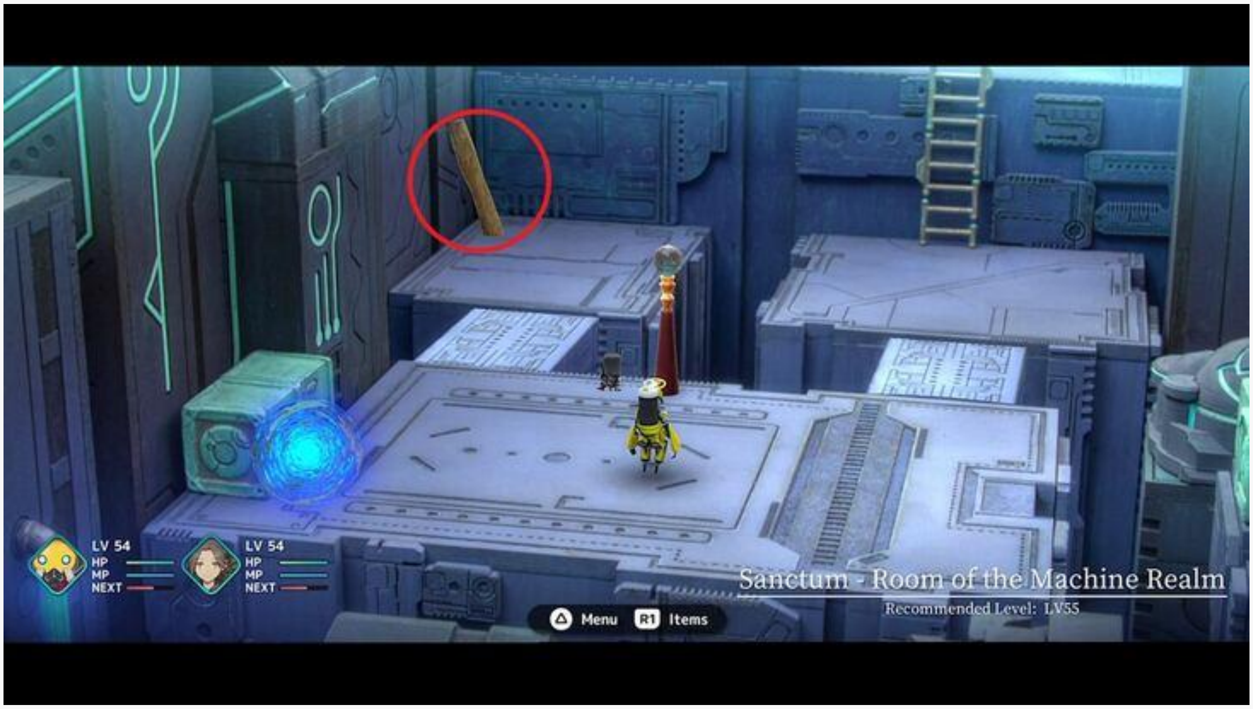
Return and go up the slope on the right now. You'll see another one of those devices (remember that they are here so we can go to the other realms) but before you use it make sure to grab the cables on the right side for the **chaos realm**.



Examine and use the device to go to the chaos realm. Here head up the slope to the north and cross the wires on the right (these are the ones we just got in the human realm) to reach another platform for the machine realm. Grab it, cross back the wires and head north to find a second platform. After that touch the device to go to the **machine realm**.



Just like in the chaos realm, the platforms we've been getting are to create platforms for Ez and Prickle to cross. As we start go up the left side and pick up the **tree log**. This is for the human realm.


LV 54
HP
MP
NEXT
LV 54
HP
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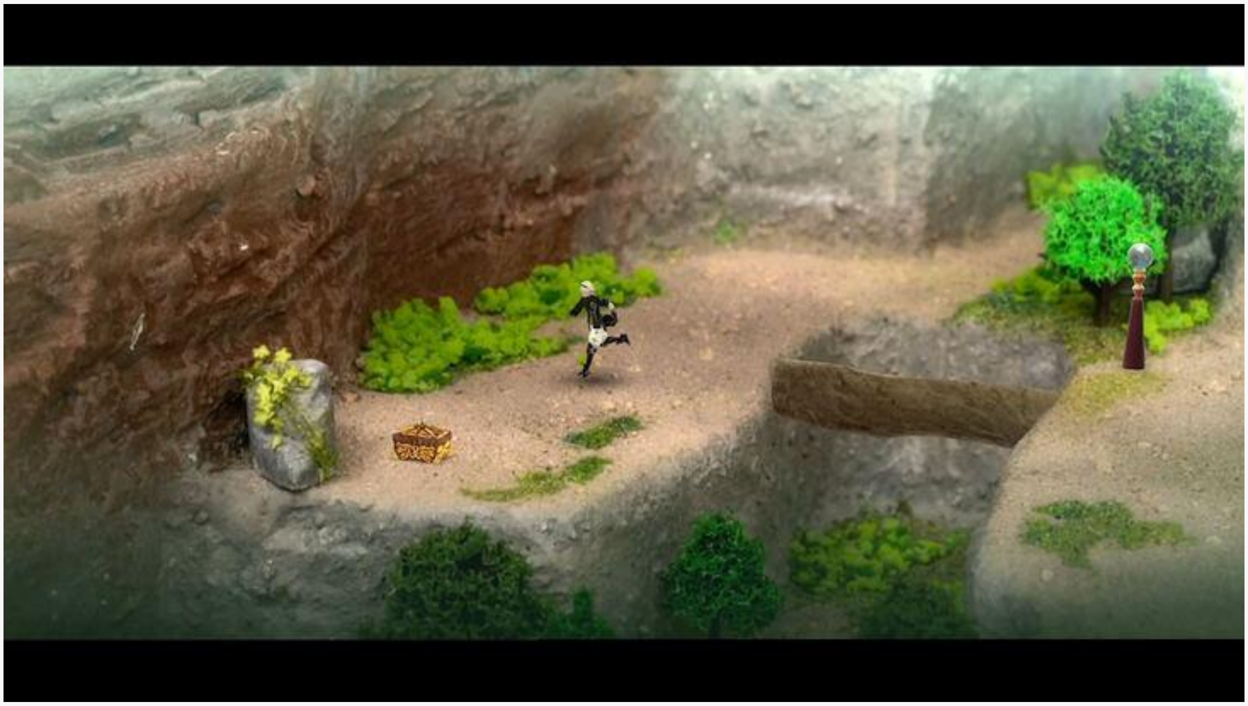
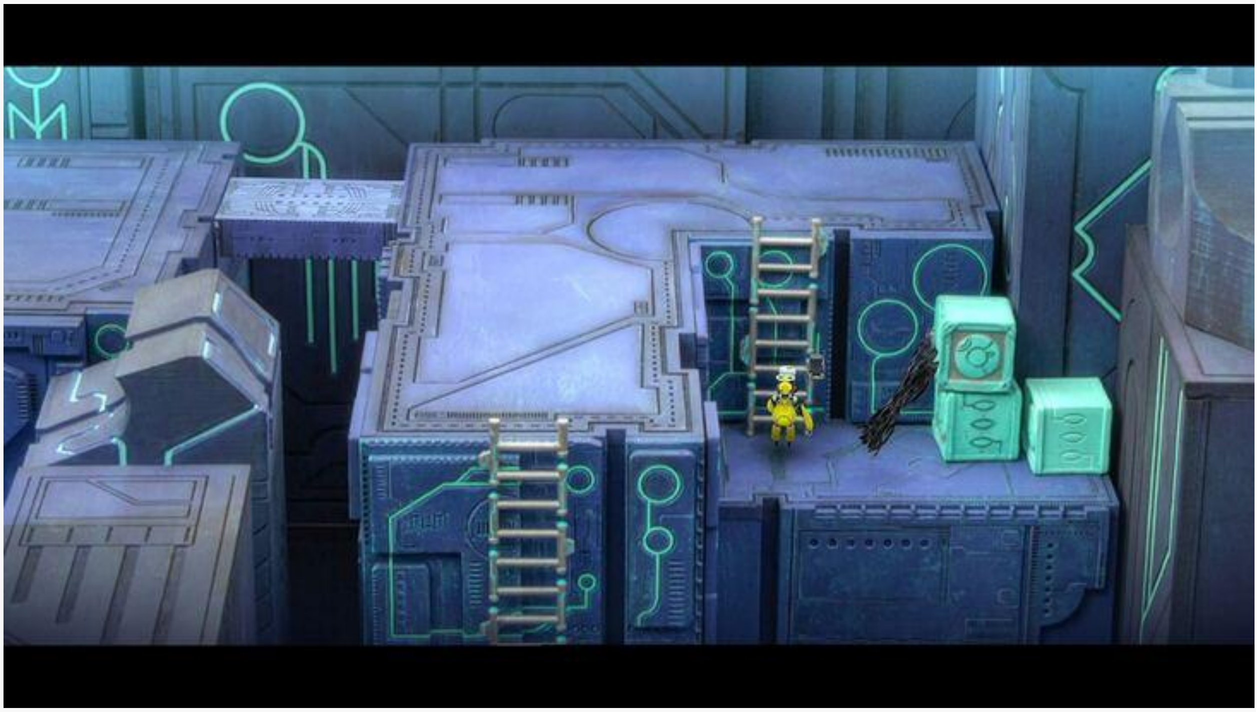
NEXT
Sanctum - Room of the Machine Realm
Recommended Level: LV55
Menu
R1 Items

That's all we can do right here so use the device to go back to the human realm. Back here you'll see the log on your left that will let you cross and get the chest with **Whetstone x2** inside.



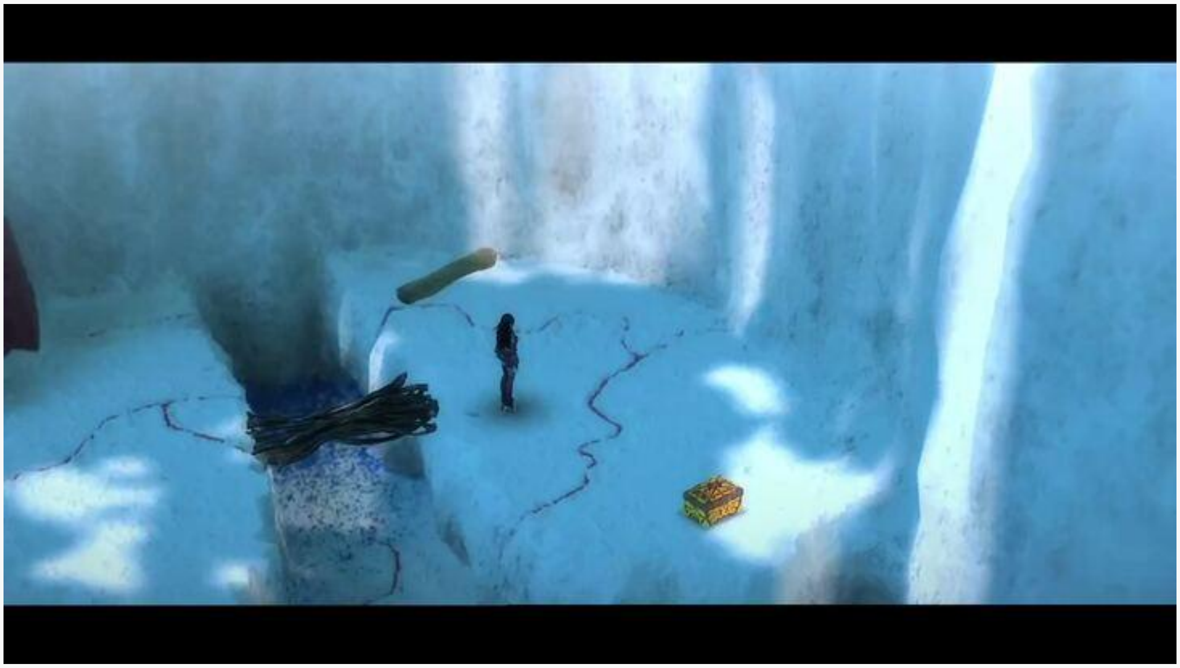
Now go up and behind the trees (don't cross just yet) and you'll find a platform for the machine realm. Pick it up and head back to the machine realm.

Back here head up all the way to the top and cross once to find some cables for the chaos realm. Pick them up and continue making your way right past the device and on the next platform go down the ladder on the right to find another set of cables for the chaos realm.

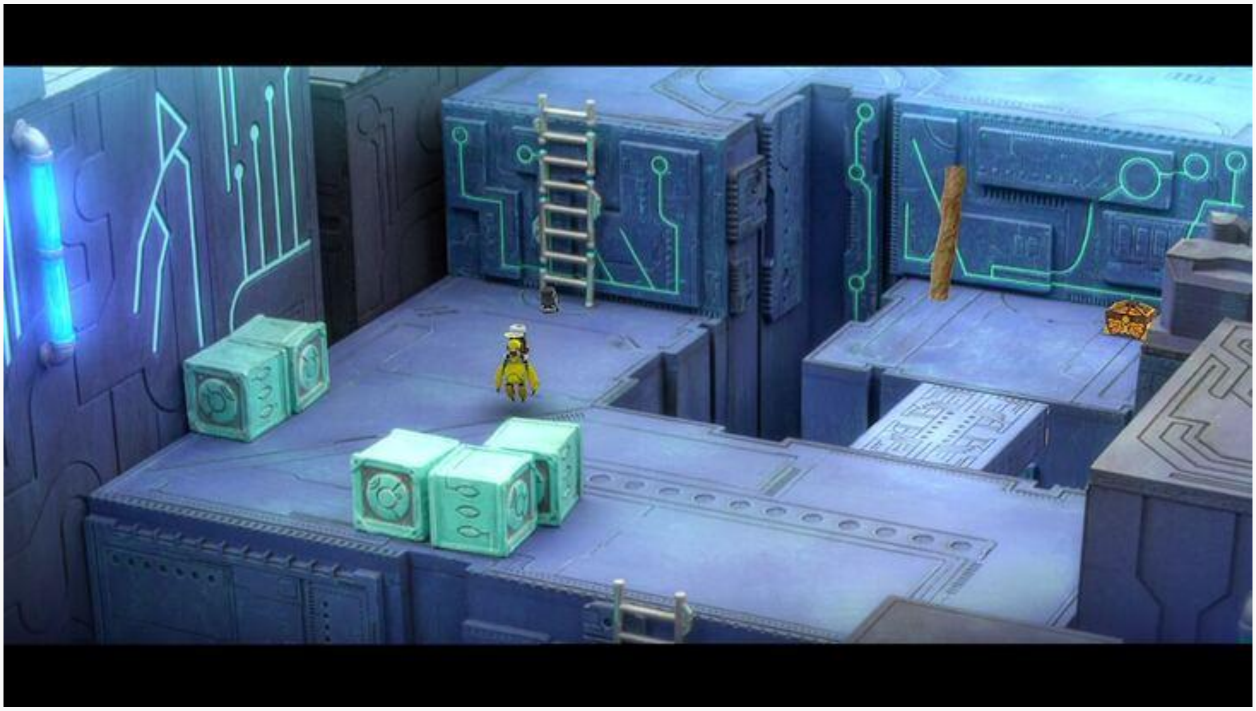


Head back up and go down the ladder on the left now. Down here go right to find a tree log for the human realm. Neat! Head back up, go to the device and head over to the chaos realm.

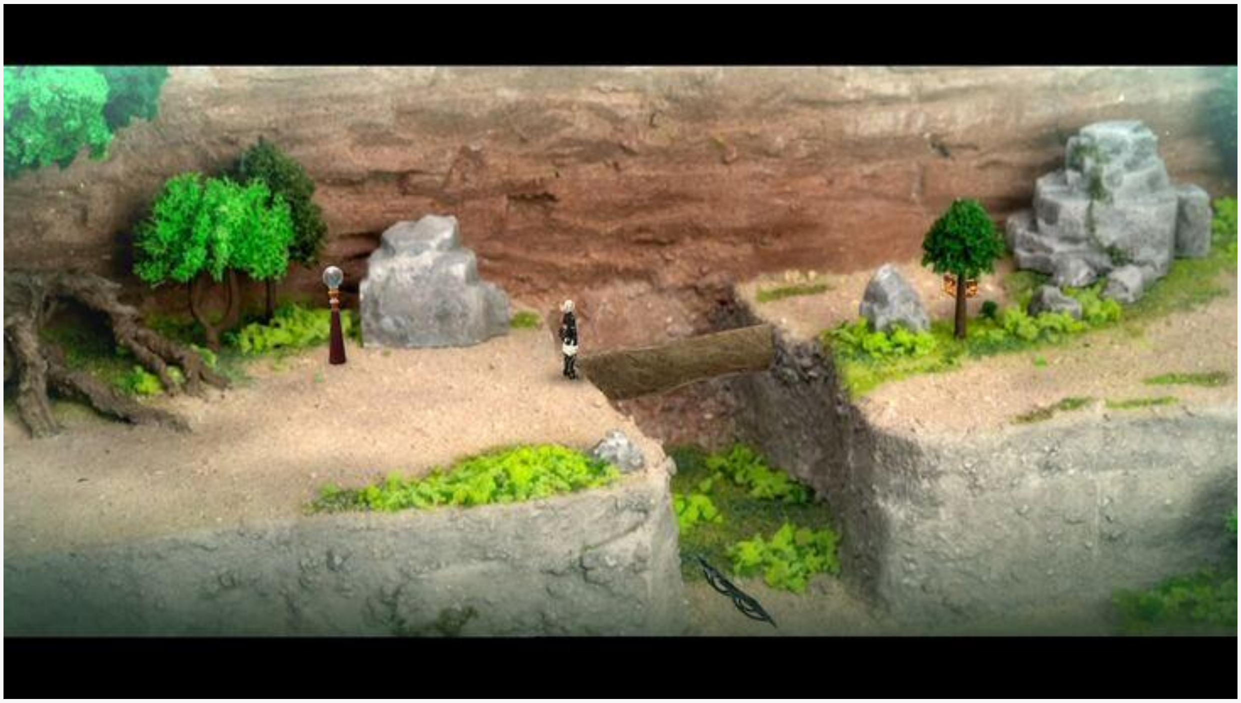
Back here go up the slope and cross the ropes to the right to find a tree log and a chest with **Deus Augite** inside.



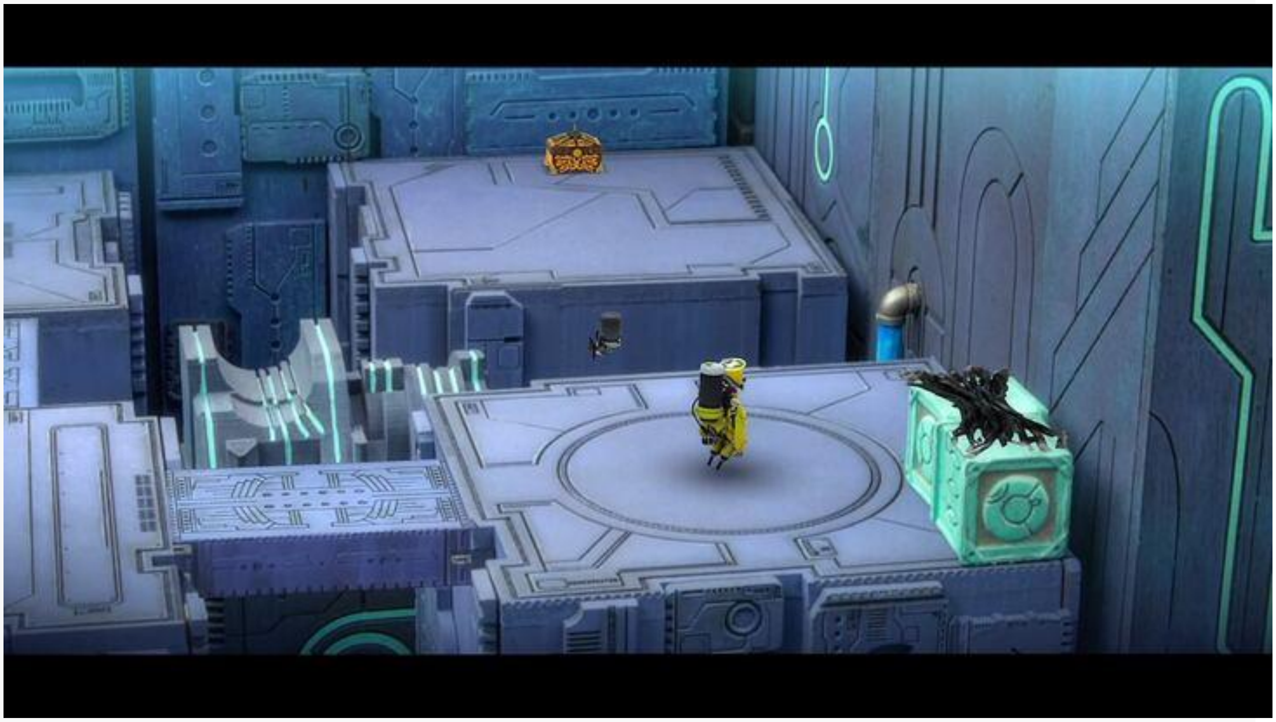
Head left across the ropes, pick up the platform leaning on the northern wall then use the device to head to the human realm. Here go up the slope and go across the log to the left to get a platform. Head back down and go to the machine realm. Here go back left, go down the ladder to see that we can now access the chest and tree log here. The chest has **Order Motes x2**.



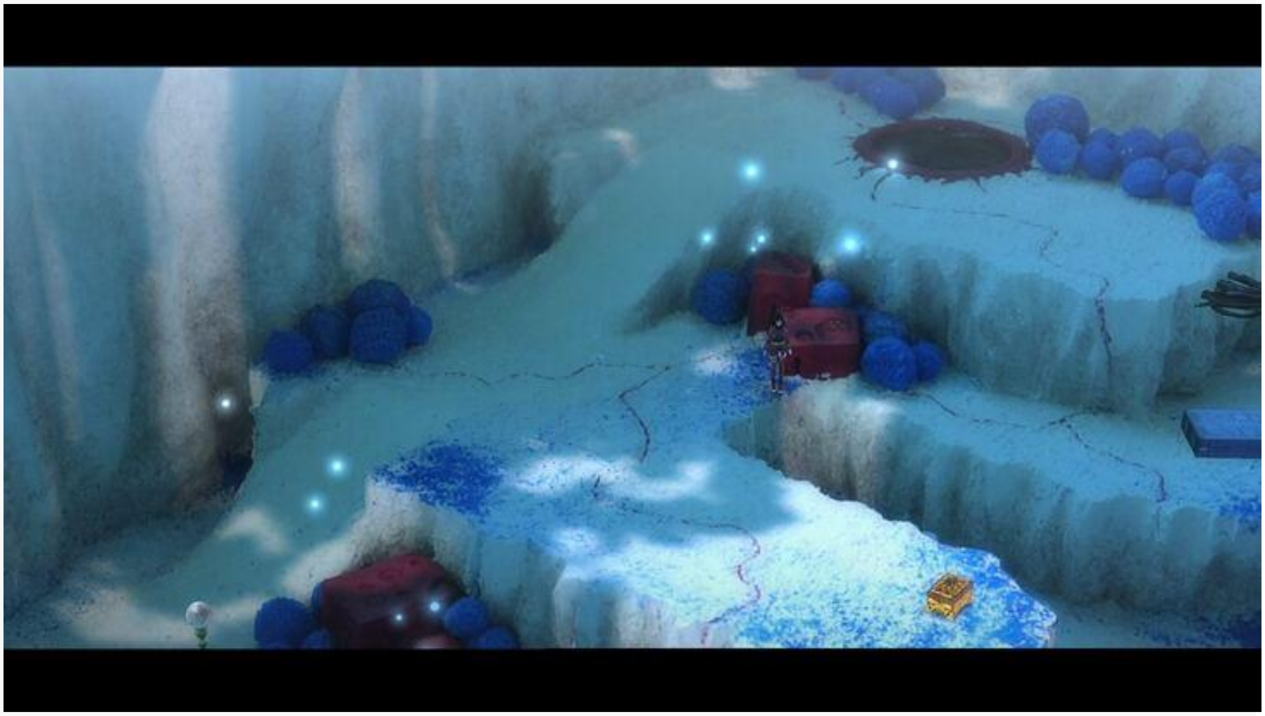
With the tree log gone now return to the human realm, go up the slope and go right across the log. You'll find a platform leaning on the tree. Pick it up and cross the next log to a chest with **Deus Augite**.



Return and use the device to go to the machine realm. Go right and down the 2 ladders to find the teleporting device. Head right from it to find some wires. There's a chest to the north we can't get just yet, but remember it for later.

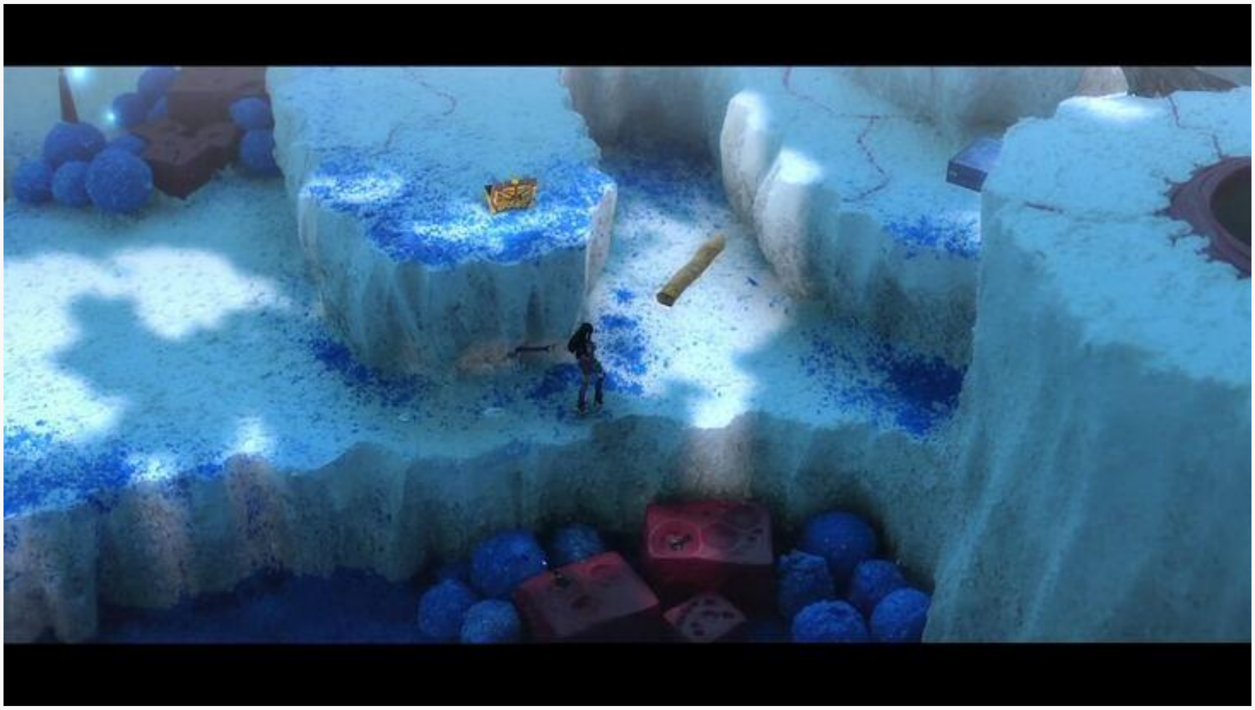


With the wires in our possession head back to the device and head to the chaos realm. Back here cross and pick out the tree log from the puddle. Head down the slope and open the chest on the right for **Chaos Clay x2**.



Head down the slope, grab the platform at the bottom and use the device to head back to the machine realm where we'll be able to grab the chest on the right from before that has **Deus Augite**.

Return to the human realm, cross the log to the right and go down the slope to find a platform you can pick up on the left. Do so and head to the bottom to find some wires. Pick those up as well and use the device here to go to the machine realm. Here we can now go left and save our game. Do so and head to the chaos realm now. Cross the wires and go up to find a tree log in the little nook.



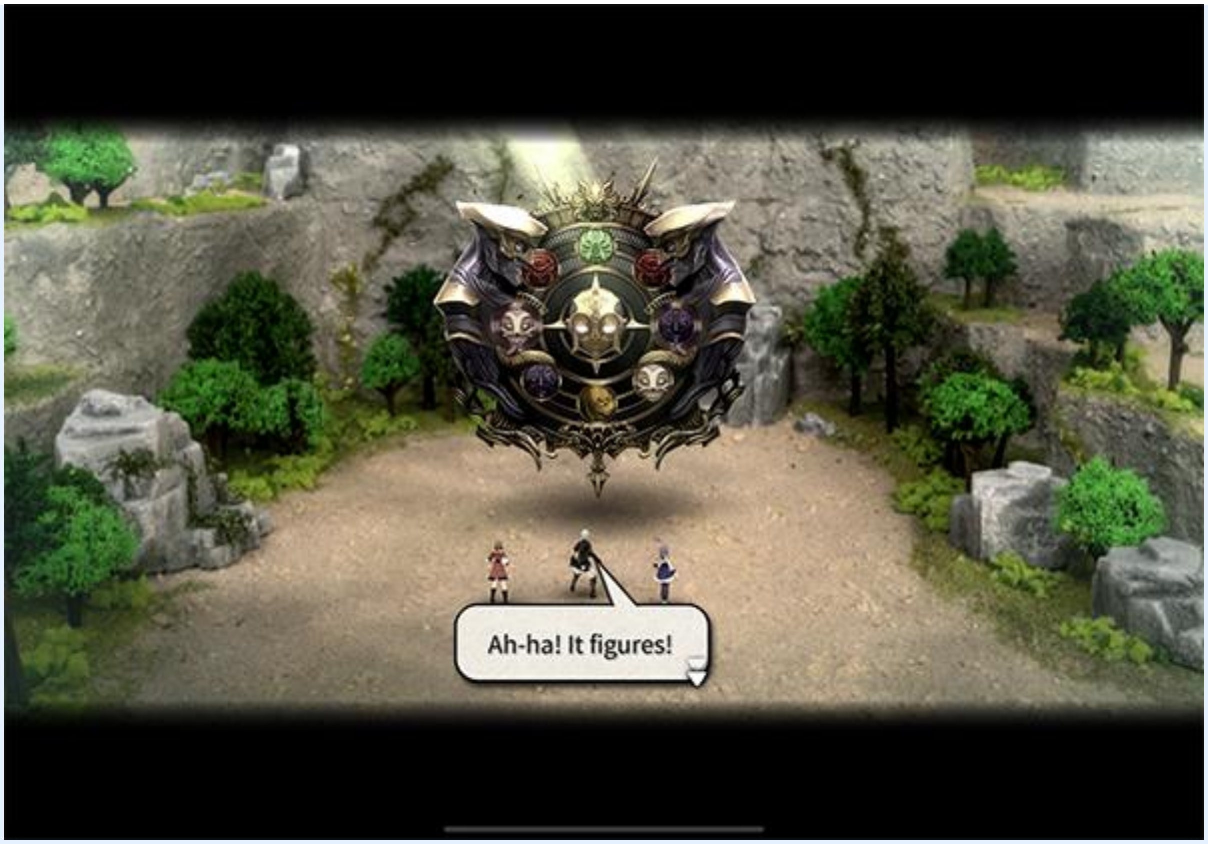
Head back to the human world, go up the slope and on the left cross the newly created path to find some wires. Pick these up, head back to the chaos realm and back here go up the slope towards the chest and you can now cross to get the platform. Pick it up, head back to the machine realm where you can go left from the save point to find a tree log.

Pick up the log, go back to the human realm, cross the log and head to the upper left area to find a platform. Pick it up and now we're ready to go fight all 3 bosses. With Leo and Valrika simply go down the slopes and move towards the open area, and for Ez and Prickle simply go left to the save point and head north. All of them have a save point prior to their boss fights so use them. Make sure to save your game, heal up, and read the strategies below. I'll of course have them all listed one after the other, but you can tell right away which is which.

GOD'S COMPASS

NAME	HP	🗡	🛡
God's Compass	100000	548	357
Colored Face	5000	---	---

The first fight we're going to be covering is the boss fight in the human realm where Leo, Cheryl, and Kina are. This is probably the toughest fight of the 3, but it's still not bad overall.



We are fighting a giant wheel with several masks around it. There are 5 different kinds of masks and they all do something different. Let me start by talking about the boss and its attacks. **Judgment of God** hits all party members for around 3200 dmg. and removes ALL buffs (ATK up for example). This move sucks and he'll use it extremely often. What it doesn't remove is your Charges with Cheryl so you can still use those.

Bad Omen gives you fire, dark, and holy elemental resistance down, which will make you take a lot more damage from the masks. Unless you have some Blue Quartz to prevent this, there's not much you can do besides having Kina cast Resist. Also, everytime you destroy one of the masks the boss will cast Curse on one of your characters.

Speaking of the masks, all of these masks have the same 5000 HP and they all have their own attack, or move (listed below). The boss rotates them clockwise and they'll use their move every time the boss's turn comes up. Also, only the masks that are on the left and right sides of the boss will take their turn and you can only damage those as well.

- White: Holy deals around 2800 dmg. to one character.
- Black: Darkness deals around 2600 dmg. to one character.
- Red: Flare deals around 2600 dmg. to one character.
- Green: heals the boss for around 7300 HP.
- Yellow: casts Berserk on a party member.

Ok, so how to prepare? What you really want to equip here are Phantom Quartz and Iris Quartz to prevent Curse and Berserk. These are extremely annoying. Of course if you have the Holy Belt we got from completing the Cinderella Tri-Stars then this will protect you from all status ailments and you'll be able to equip something better like a Ruby XL for ATK increase and Hermes' Brilliance for a huge boost in SPD. Also make sure Kina learns Radiance (powerful Holy spell) and Cheryl learns Blizzard and Darkness Strikes.

The boss begins very simple. The boss does literally nothing besides stare at you while the masks do all the attacking. You'll also notice that you can't damage the boss at all, well very little. We need to destroy all the masks and as we do the boss will revive them all. They remain the same, but the boss, however, will "weaken" a little bit and you'll be able to actually damage him now, albeit just a little bit.

What you want to do is destroy all the masks a second time to "weaken" him a bit more, allowing you to damage him properly. Of course, after reviving the masks for the first time is when the boss will start attacking as well. Although he doesn't really do much in terms of attacking, his move Judgment of God hits like a train, and since the masks will also attack on the same turn you're in for a lot of damage. Judgment of God happens once every couple of turns so you can prepare and heal yourself, which is nice at least.

For this you'll of course want Kina healing 24/7. You can stop one turn and have her destroy the Black Masks since these masks have an elemental weakness corresponding to the opposite of their color (red weak to ice for example). Here's where Cheryl's strikes come in handy. You want to destroy the masks in one hit, and Cheryl's strikes alongside Kina's Radiance do this pretty nice.

Once you destroy the masks twice and you have the masks come back to life again, destroy them all besides the Yellow Mask. Like stated above, the Yellow Mask casts Berserk on you, and since you should have the Iris Quartz equipped this is practically useless. The boss doesn't revive the masks unless theyre all destroyed, so doing this is great as well. I had to learn this the hard way haha.

GOD'S HAND

NAME	HP	🗡	🛡
God's Hand	80000	400	350

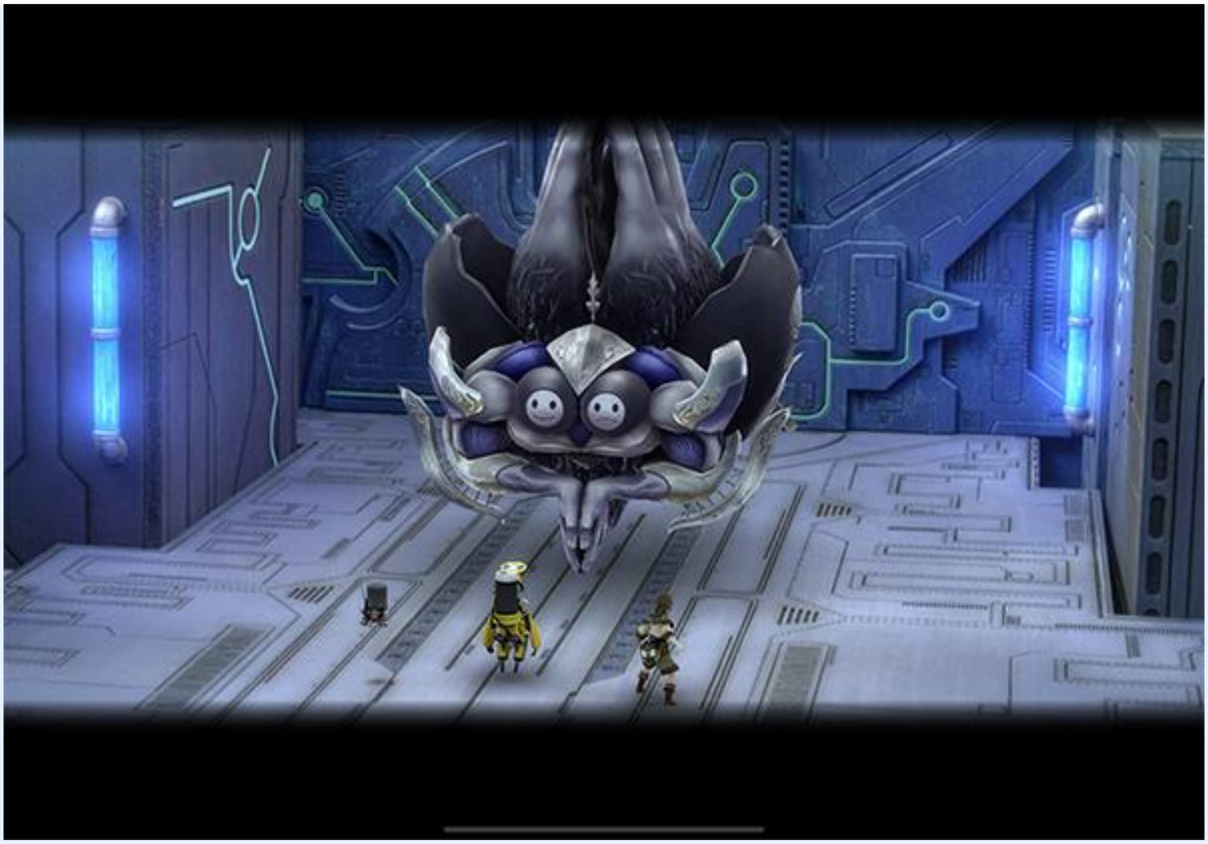
For our second fight we have the boss fight in the machine realm where only Ez and Prickle are located. This is probably the easiest fight of the bunch, which is good!

Ok, this is the weirdest boss I've fought in a while! The boss is like a large pair of hands with another pair of hands below it... it's just weird. Let me talk about what this boss does before anything.

The boss has 3 forms: Defense, Offence, and Normal. These forms are pretty much what you think:

- Defense: closes up the hands and increases his defense, preventing you from doing much damage, but also lowering his own ATK.
- Offence: opens up the hands and makes a sign, increasing his ATK but also allowing you to deal more damage to him as well.
- Normal: his normal form (how he starts with the hands pointing up). His ATK and DEF are normal here.

As for his attacks, his regular attack smacks one of your character for around 1700 dmg. **Holy** hits both party members for around 600 dmg... and that's all he does. I swear! He also summons random machine enemies that are weak to lightning, so using Prickle's Plasma attack is great here.



Anyway, the only thing you REALLY want for this fight is Diamond Jewels equipped. Although his Holy spell doesn't really do much damage, equipping Diamonds really helps you out. Having Prickle also learn Plasma is fantastic to deal tons of damage. Also, Frenzy +2 is great to deal massive damage.

Ok, so Ez as per usual, should be buffing your party, especially with Quick All. ATK and DEF up are also great. When he doesn't need to buff, have him as the healer as well in this fight. He doesn't really do much damage, but you want him to take out the random enemies the boss summons. These guys are weak and should die with 2 Hyper Grenades.

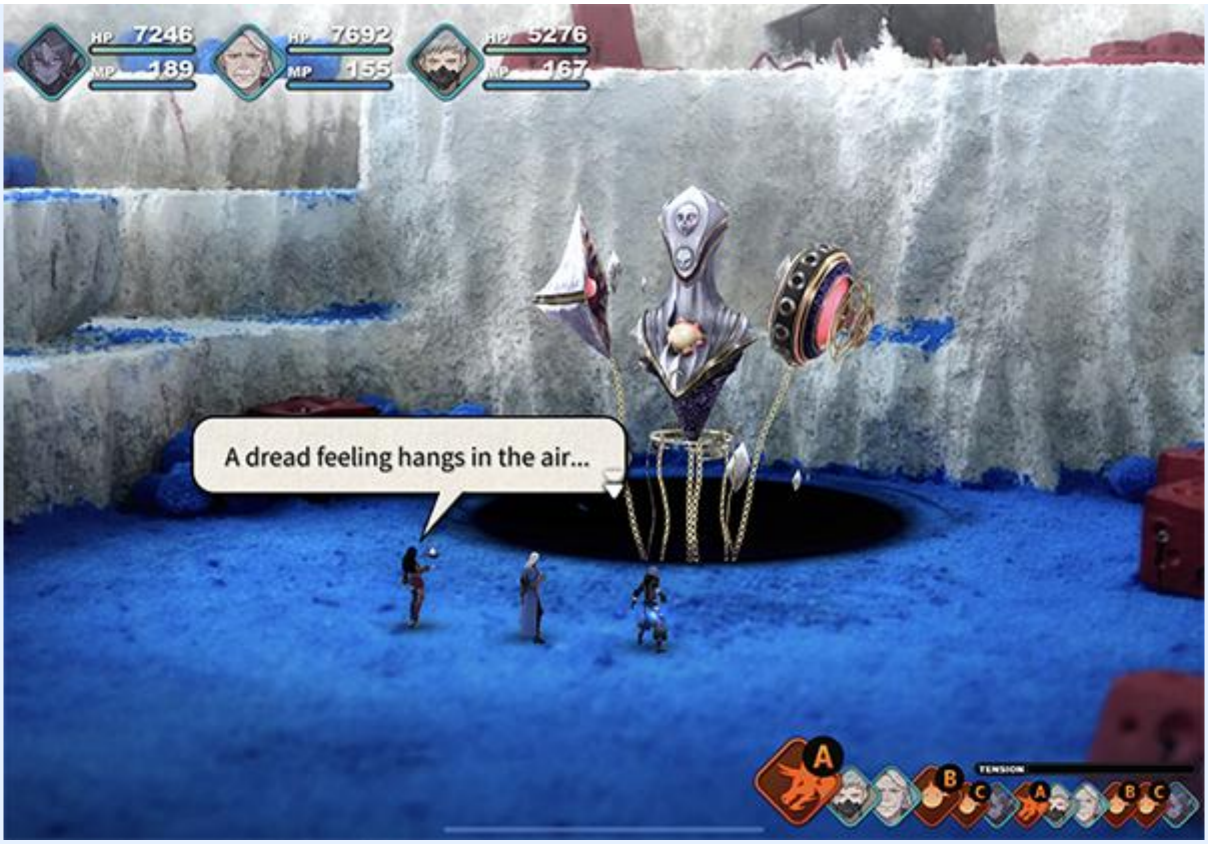
With Prickle your main concern is the boss. Since we don't really have hard hitting attacks like Samidare or Valrika's Arrow Rain, this is going to take a while. When the boss is alone, using Frenzy Lightning +2 is fantastic because all the shots are directed towards the boss, and if you can use Concentrate before hand, Frenzy alone can dish out easily 10000 dmg. When there are other enemies I recommend you stick to Plasma and try helping Ez out killing the enemies while you still damage the boss.

When the boss switches modes, when it's in its offensive mode focus on defense and healing up. If you can attack, make sure to do so as well. When on the defensive mode, however, focus on buffing up the party before you continue dishing out damage.

Like I said, an extremely easy boss. It kind of had to be with just 2 party members.

GOD'S WEAPON

NAME	HP	🗡	🛡
God's Weapon	30000 - 80000	460	357
God's Arm: Eye	40000	414	352
God's Arm: Gun	40000	505	352



A dread feeling hangs in the air...

For our final fight we have the boss fight in the chaos realm where Valrika, Zinikr, and Tan are located. This is probably the easiest fight of the bunch, which is good!

This fight is pretty simple. The one thing that might make it a little bit more difficult than other fights is the lack of healing in this fight. Well, all of them can heal but it's single target healing so you'll have to waste a turn with each to heal, or have one character as a dedicated healer.

Let me start out with the attacks. At the beginning of the fight the boss will immediately cast Barrier on all targets, which is the central boss itself (God's Weapon), and on each of its "arms" (?) (God's Arm: Eye and God's Arm: Gun). This is a 20-hit barrier, but ignore it. Yes, don't even bother trying to break it. The boss will automatically cast Barrier every now and then to bring the barrier up to full.

During this first part, God's Weapon (middle) will use nothing but Barrier. Every time its turn comes up it'll cast Barrier to keep the arms protected. That's all it'll do. Once you break the main face and the second phase of the fight starts, that's when it starts getting some attacks. You'll also see that up above it has 2 health pools. The first is for the first phase (where it only casts Barrier) and the second is when it gets serious.

For this second phase, however, it starts casting **Holy** to a single party member that deals around 2200 dmg. This is basically all it does: Barrier in the first phase, and Holy in the second. It does have a powerful attack that hits really hard called **Energy Discharge**. This move only triggers if its HP gets too low (around 10000) or if you destroy both arms.

The Gun Arm (it's left arm) uses **Break Shot**, a strong single-target attack that hits for around 2200 dmg. Not too bad. It also has **Random Shot**, an attack that hits your party members 8 times at random, each hit dealing around 4000 dmg. Very bad if all 8 shots hit the same character (highly unlikely, but possible).

The Eye Arm (it's right arm) normally uses debuffs like **Glare of Weakening** which lowers a target's ATK and DEF, **Glare of Slowing** inflicts SPD down on a party member, and **Glare of Petrification** which petrifies a party member. If you manage to destroy the left arm (the Gun), it'll start using **Rock Breaker**, an attack that hits all party members for around 1700 dmg. It's pretty damaging.

The boss doesn't do much, huh? Anyway, we're stuck with Valrika, Zinikr, and Tan for this fight obviously, but there is a couple of things you want to do before you start the fight to make it much easier. First start by having Valrika learn Darkness. This allows her to deal crazy amounts of damage to the boss and arms since they're all weak to Dark. Another thing important to bring to deal quickly with the boss is Tan's Mystery Potion. Unlock it as well as all of Rudy's Passive Skills that upgrade his power.

Other than that, equip all 3 of your party members with a Snow Quartz to prevent Petrification. Just with this Quartz alone, the boss is infinitely easier. Of course you want Tan to be equipping either a Crystal Quartz to prevent all status ailments (this goes along with his usage of the Mystery Potion) or the Holy Belt we got from completing the Cinderella Tri-Stars sidequest instead of the Snow Quartz.

You can make him much easier by equipping **Rutile Quartz**, which prevent Slow. You'll be slowed down tons during the fight, so preventing it is fantastic. If you don't have enough, or you don't wanna equip them, equipping Diamonds to lower Holy damage is also a fantastic idea (one which I didn't do) because the boss's Holy hits like a truck.

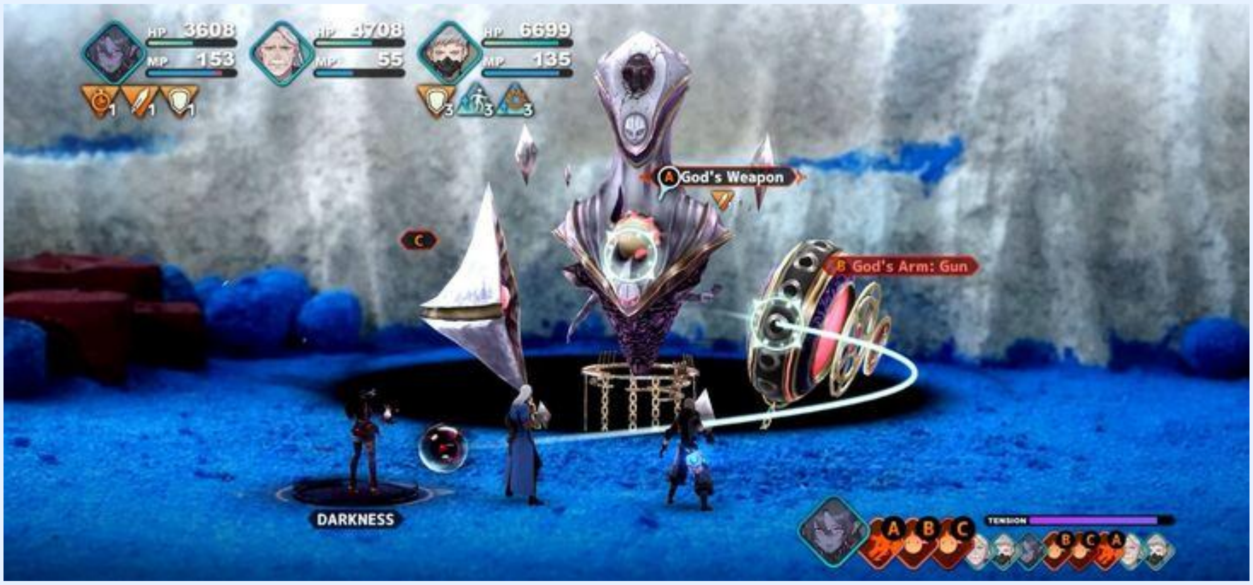
So, fighting the boss is very easy. Like I said above, at the start of the fight the boss itself won't do anything besides casting Barrier, preventing you from attacking the arms. You'll want to focus solely on destroying the boss's main body. This only has 30000 HP and should go down pretty fast. Use Valrika's Darkness and Tan's Mystery Potion/Rudy Strike to really hit this guy. Just a quick note that you CAN inflict ATK and DEF down on the boss so you might want to do that!

Have Zinikr on somewhat of a support at the beginning by having him boost your DEF (Tan can boost your ATK) and lowering the boss's ATK and DEF, then proceed to have him help heal your party (especially Tan). All this will be good and very easy until you destroy the top face and phase 2 starts.

Once phase 2 starts, the boss's HP will go from 30000 to 80000 and it'll stop casting Barrier. Instead of that, it'll start casting Holy over and over and over. The arms continue attacking as they have been doing thus far, but now we can actually attack them. I highly suggest you destroy the left arm (God's Arm: Gun) first because its attacks are the ones that hurt the most. Just be careful! You want to damage both of the arms and lower their HP as closely as you possibly can.

The reason why you want to do this is because once you destroy the left arm, the Gun, the right arm, the Eye, will start attacking you with Rock Breaker and it hits all the party pretty hard. It's still nothing that is THAT dangerous and you can even leave it alive, but I recommend you destroy it as quickly as you can.

During this phase, you'll want to continue what you were doing, having Valrika and Tan attack. You can actually curve Valrika's Darkness and have it attack both the Gun and the main body, dealing tons of damage to both.



I honestly mostly kept Zinikr in the healing role tossing Potion Ls nonstop. You can have Valrika and Tan chime in as well when needed to keep your party fully healed. Also make sure to use Valrika's Tension Skill when it becomes available to deal massive damage to all 3 targets.

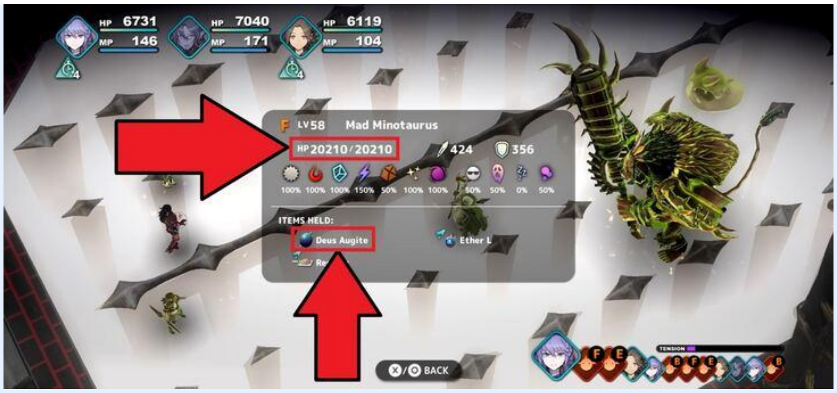
After all 3 fights, we'll be automatically teleported back to the Sanctum, where we originally disappeared. Watch the little scene where we see the door open up, then go ahead and head back and save your game at the save crystal. Proceed up the staircase and through the door afterwards to reach **Sanctum - Mirror of Order**.

GRIND

This is one of the last rooms in the game (not the last but pretty close) and you can do a couple of things here. First of all, your Dimengeon Machine doesn't work so you'll have to fight your way through the room, just like you did when you were split up. The reason behind this is that you can and will fight powerful regular enemies in this room, like buffed up Minotaurus and whatnot.

There is usually one per fight and they have a ton of HP in comparison to all the other enemies (usually around 20000 HP). Each fight should give you a little over 4000 EXP, which is not bad. We're not really in for the EXP in these fights however. It would take you like 30 fights to get from lv.55 to 56, and that's just a lot of time.

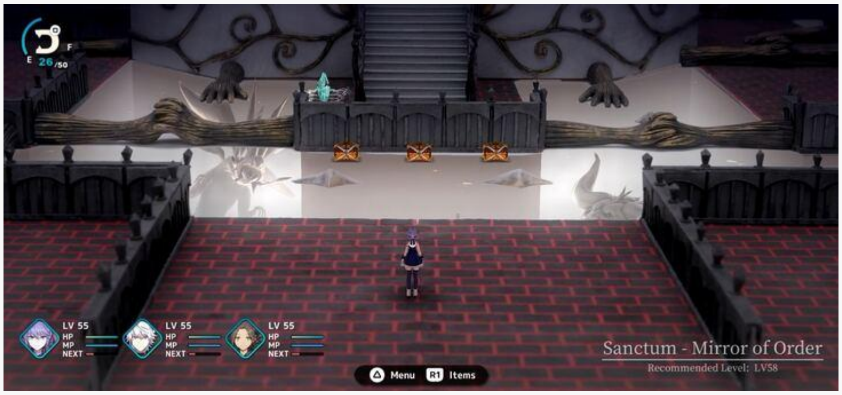
Instead these fights are good to get money (especially if you have Kina's ability unlocked to get more money), but more importantly you can get Deus Augite from these fights. They are not a guaranteed drop, but being able to get them as a drop from these powerful bosses is great! We need these to upgrade our armor and weapons to the max, that is the max we can get out here without visiting the Void Realm. Not only that but you can also get tons of items for Ez and his crafting. You know, these items that cost like 2000G per item.


HP 6731
MP 146
HP 7040
MP 171
HP 6119
MP 104
LV 58 Mad Minotaurus
HP 20210/20210
424
356
ITEMS HELD:
Deus Augite
Ether L
BACK
TENSION

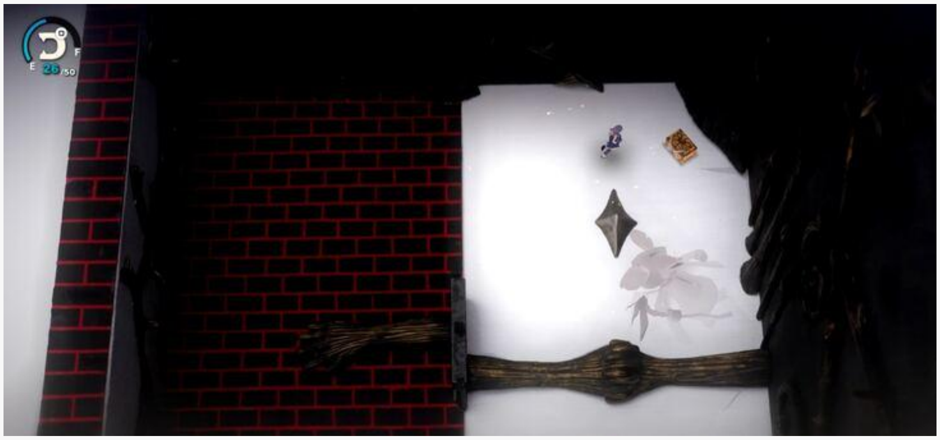
Fight to your hearts content here. I highly recommend you take your time and fight a whole bunch to get the Deus Augite to level up your stuff. Jas is literally just around the corner so taking your time to level up your equipment is a great idea.

Ok, in this area we have several chests and all of them are locked. We need a God Key for each of them (a total of 6) so if you don't have enough, open them up carefully depending on what you want. You can always get more God Keys at Shangri-La killing Key Orblings.

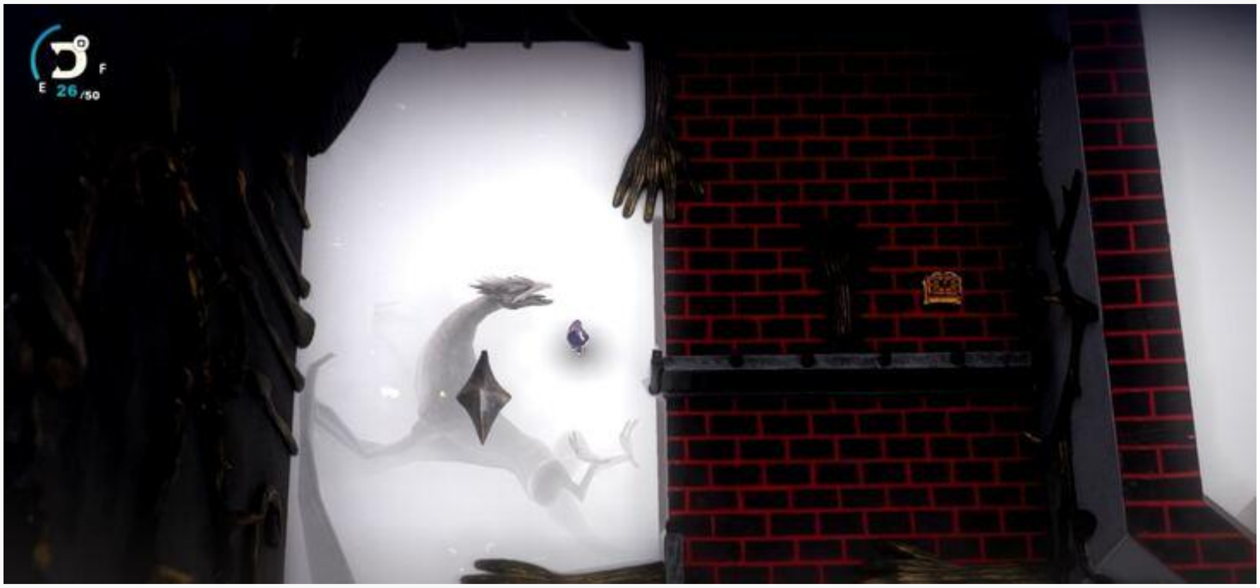
Anyway, the three chests in front of you, as you enter, have (from left to right) **Elixir x5**, **SP Capsule x2**, and **SP Capsule x2**.


26/50
LV 55
LV 55
LV 55
Menu
Items
Sanctum - Mirror of Order
Recommended Level: LV58

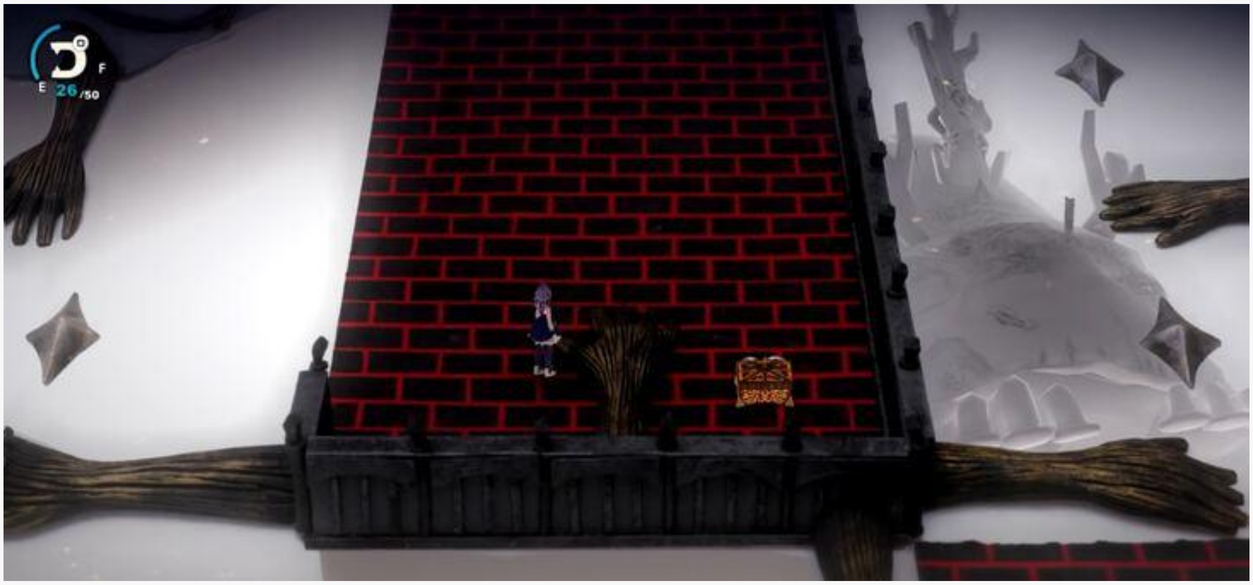
From here you can follow the path going right. These "wooden hands" block some paths but you can easily find your way to the northeastern corner of the room where another chest is located. Again, you need a God Key to open it up but you can find **Deus Augite x3**.



Now simply return to the entrance and follow the path going left. This path takes you both to the northwestern corner of the room that has another chest, this one also with **Deus Augite x3**.



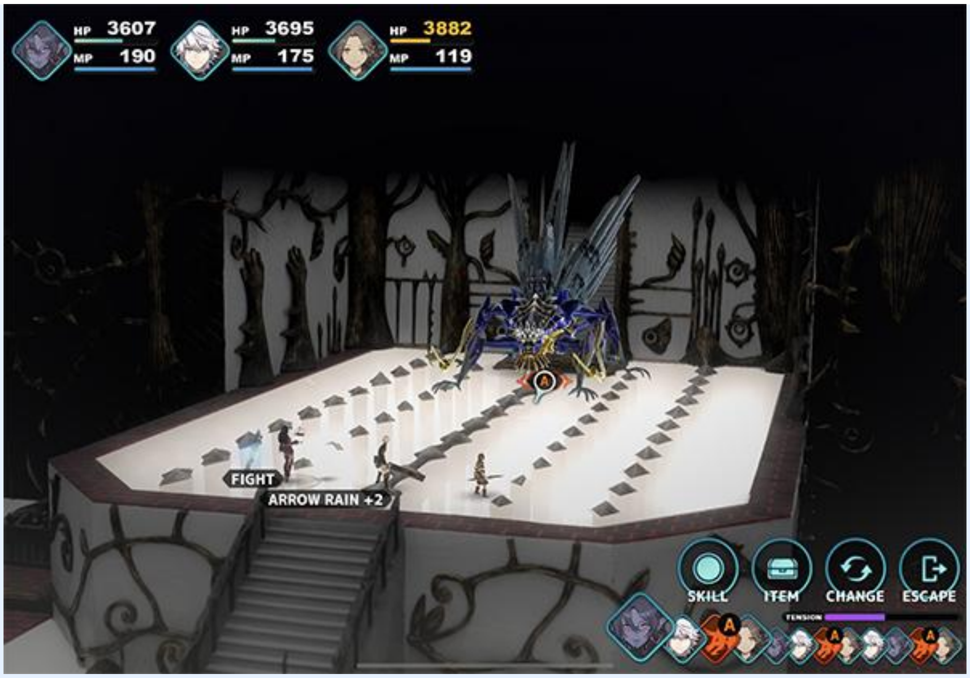
Follow the other path now and you'll reach a save point. Don't go up the stairs just yet. Instead go right past them to find the last chest in here. This one with a whopping **Deus Augite x5**.



Return to the save point, heal up, save your game, and prepare yourself because going up the stairs is the last boss fight before reaching Jas. Before you do this boss, however, I recommend you go and upgrade your equipment with all the Deus Augite you got.

GOD'S PREDATOR

NAME	HP	🗡	🛡
God's Predator	150000	747	369
Minotaurus	14820	322	358
Geo Hard	10780	277	358



This is our final boss fight before going up to the final boss. This dungeon has had so many boss fights, but what's one more, right?

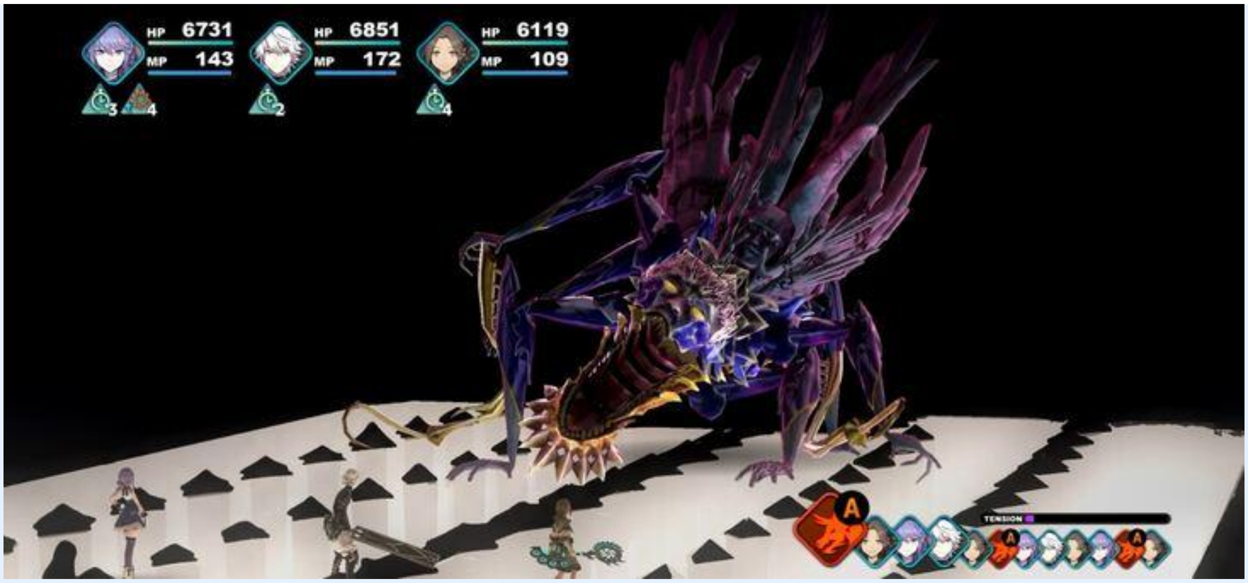
Thankfully, God's Predator is very easy. He's a simple boss but there are a couple of things we need to keep in mind. Let me talk about his attacks really quick before anything.

For starters, his regular attack hits one party member for around 2900 dmg. Not too bad. He also has his **Randiance** spell, which hits all party members between 2500-3500 dmg. depending on what kind of Diamond Quartz you equipped.

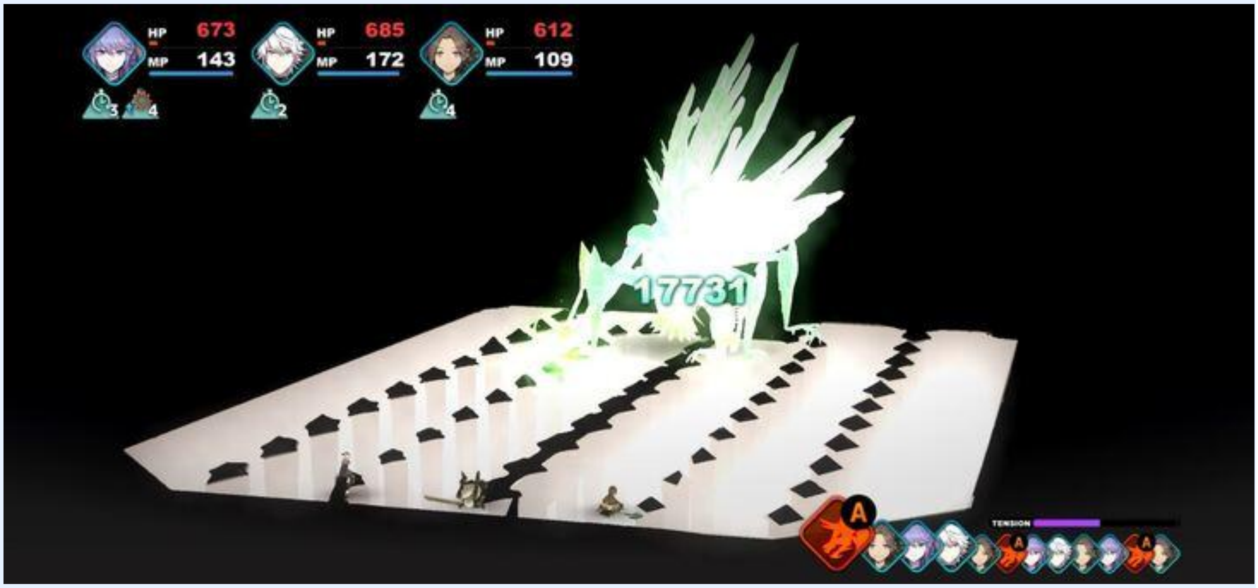
Draw Forth is a move where the boss summons a pair of enemies, the strong ones we fought throughout the room (like the Mad Minotaurus). You can easily destroy these enemies using Leo's Samidare or using Darkness and curving the spell so that it hits both the boss AND the enemy.

He also has a couple of debuffs that he loves to use, like **Elemental Resist Down** which lowers your resistance to Holy and Slow, which obviously causes slow to the entire party.

Probably his most dangerous attack is **Consume**. In this attack, the screen will go black (salve for the floor) and he'll literally try to eat your party. That's what it looks like anyway, but it's a party-wide attack that hits all your party members really hard. This attack will always hit you for 90% of your HP for all party members.



I'm 99.9% sure this is based on your **CURRENT** HP and not your max HP, so even though this attack won't kill you it'll leave you with 10% or less of your HP, which is still in the danger zone. That's not all! He also absorbs all of that HP and heals himself, which usually means around 17000-19000 HP. This sucks, but not much you can do. You can't inflict Curse on him so you'll just have to do the damage again!



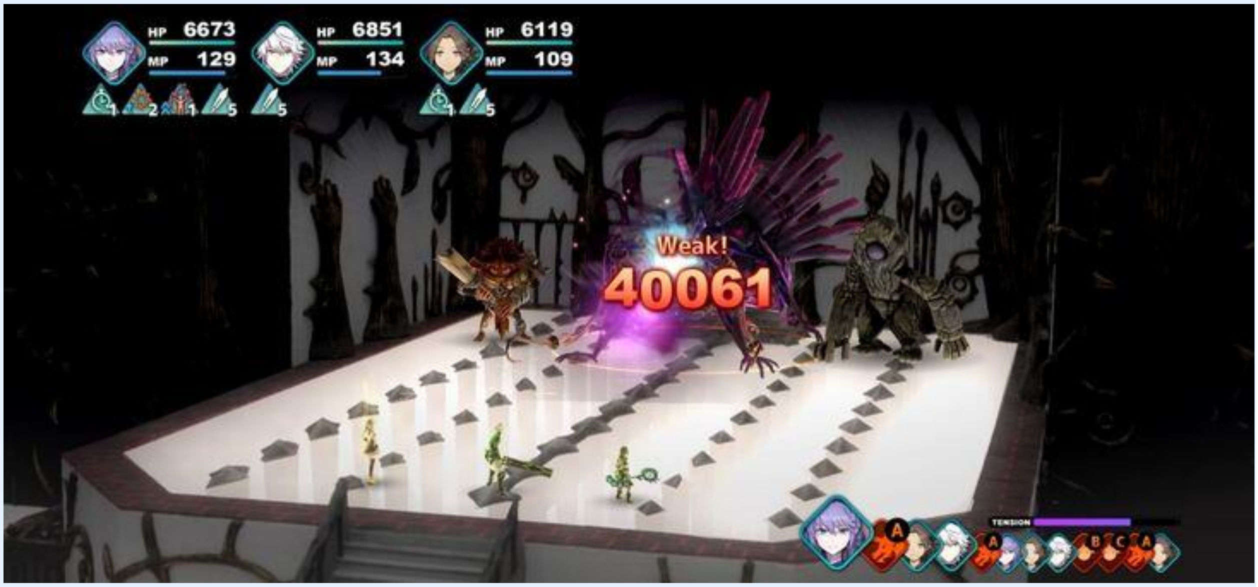
Lastly, the boss with use **Insert** every now and then. This attack has him stricking one of your party members into the ground, preventing them from taking any actions for a couple of turns, and when they come out they're inflicted with Petrification, unless you equip Snow Quartz that is.

So of course for this fight, being that the boss itself is weak against Dark, both Valrika and Cheryl are great. Leo can be very useful, as well as Ez. Personally I brought Cheryl, Leo, and Ez, but halfway through the fight I figured Valrika would be much better suited in this fight instead of Leo, and I'll explain why in a bit.

There's a couple of things you want to equip to make this fight increidibly easy. First of all, Snow Quartz to prevent Petrification. Although he didn't really use this attack too many times with me, just having him use it once is more that enough. The other one is Diamonds. His Radiance attack can hit incredibly hard so bringing Diamonds to protect you is great. On the other hand, you can substitute these for Elemental Resistance Down Null Quartz because he likes to lower your resistance to Holy.

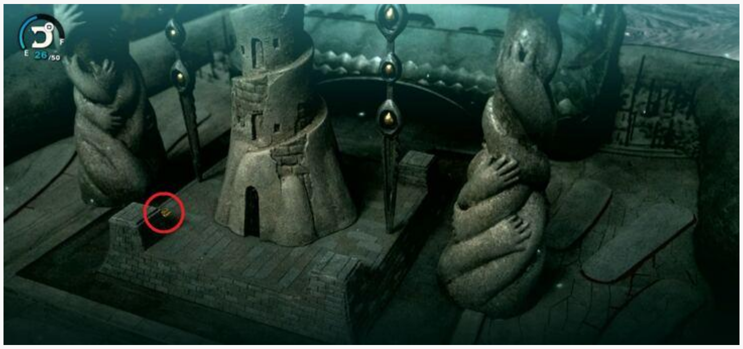
As for the fight, you want Ez doing his usual. Have him cast your buffs throughout the fight (starting always with Quick All) and using Potion L All is a must, especially after his Consume attack. You can easily almost max heal the party with 2 Potion L All so that's great news, and with Quick All on you can easily achieve this. Make sure you're always almost fully healed to prevent the boss from surprising you with a Randiance spell. Also, the boss is susceptible to ATK and DEF down so make sure Leo/Valrika are constantly applying it.

As for our powerhouse, Cheryl is the on doing the most damage, especially since the boss resists all other damage except for Dark. Having her use Concentrate, then a pair of Charge, finishing up with Darkness Strike can and will hit pretty hard, especially if you time yourself correctly and also have ATK up and DEF down on the boss. I did a little over 40000 dmg. and it didn't crit.

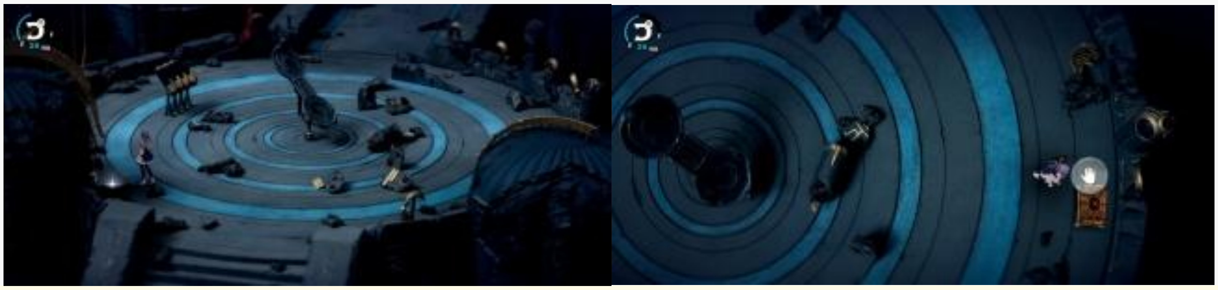


Throughout the rest of the fight, not much changes. Ez should focus on buffing and healing your team, especially with Quick All after the boss uses Slow on all.

After the fight proceed and we'll be back outside. We are in the **Sanctum - Balcony** area. Not much going on here, but go up the ramp and go behind the tower-like structure. You'll immediately see a chest once the camera changes. Open it up to find **Deus Augite**.



Head inside the tower now, which is the **Sanctum - Laboratory** area. Go up the staircase inside and a scene will play. This is it! This is the place where they tried to revive Yim, and the place Bernard was looking for. Once you regain control, check the left sparkle to pick up **Broken Stealth Device**. It seems Bernard was using this! Also, check the right side of the room to find a chest with **Tachyon Medal** inside.



The **Tachyon Medal** is extremely important as it allows us to play through the game once again in New Game +. You of course also need to complete the Tri-Stars Cinderella questline (which ends in Shangri-La), at the altar at the top where you last fought them is where you can start new game plus.

And with that, leave through the back door and we'll be back outside. Head up the spiral staircase and the prompt **To the Apex Cleared!** That's our second to last quest! Our final quest, named **Jas** has started.

Make your way to the top of the staircase and you'll have the final save point. **PLEASE READ THE NOTE BELOW BEFORE CONTINUING**

!!!WARNING!!!

Make absolutely sure to keep a save file here. You can and most likely will be stuck up ahead in fights and there'll be no way to go back! **MAKE SURE TO KEEP A SEPARATE SAVE FILE!**. Go ahead and even make 2 save files just in case! Better safe than sorry!

Like the note says above, please save your game! I've read so many people talking about them being stuck and whatnot. Anyway, up ahead we'll have our final boss fight... boss fights! We have 3 bosses to deal with before we can see the end of the game! Yes, all 3 of these fights are against Jas. Note that the first 2 fights will be back to back. They are considered separate fights since you get EXP and level up after each fight so I'll be adding separate strategies for these fights.

After the first 2 fights you have time to heal up and change equipment as you see fit. The final Jas fight is obviously the thoughest fight of the 3, but we can make preparations before the fight. For the first two fights, I recommend you prepare yourself for the second fight since it's the toughest of the 2. That being said, before you start the fights feel free to skip the first boss strategy and read up the second boss strat. It'll detail what you want/need to do in order to have an "easier" time against the boss!

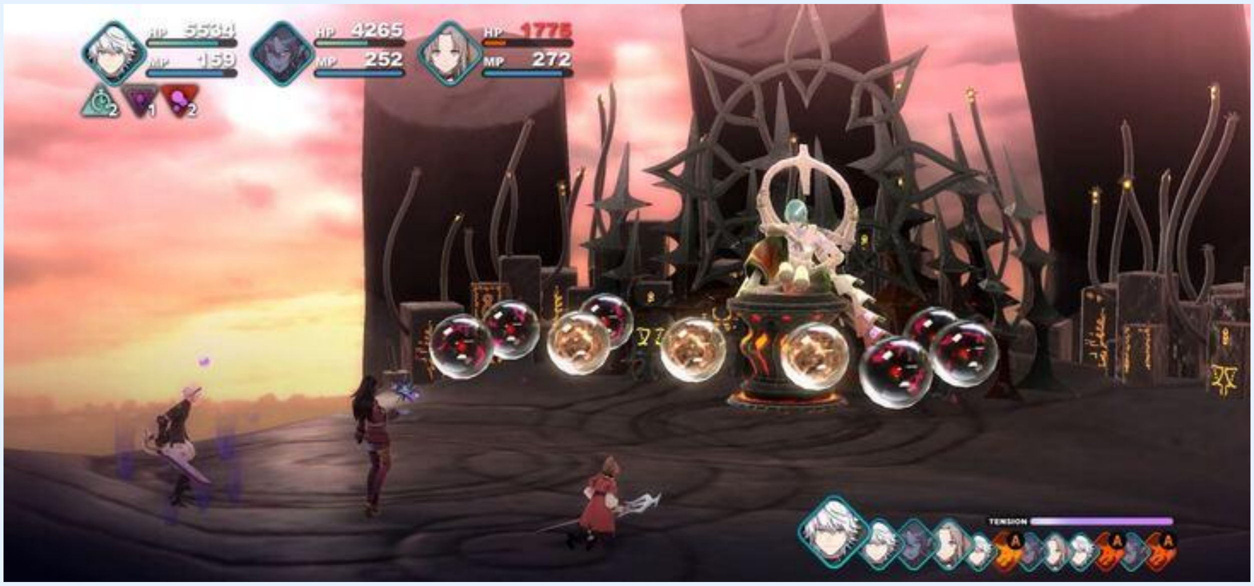
JAS - FIRST FIGHT

NAME	HP	🗡	🛡
Jas	100000	600	400

Oh boy! Part 1 of the last set of fights! Do not worry because this first fight is the easiest of all 3... but it can still wreck you if you're not careful. Also note that this fight will be together with the next fight with no time to heal in between fights.

Ok, so this fight is not as hard as I thought it was going to be. Jas has literally a handful of attacks and only has 100000 HP. Let me go over his attacks real quick.

Orb Summoning is probably his most dangerous move, and actually several things happen in this move. To begin with, he'll buff himself with ATK, DEF, and SPD up (these buffs will only start once his HP drops below 50%), as well call forth several elemental orbs. Not only that, but he'll also inflict Elemental Resist Down on a character of the same element as the orbs, as well as a random status ailment or debuff: Poison, Mist, Seal, and Curse is what I got, as well as SPD down. He CAN summon different elements at the same time, but this is usually near the end of the fight when his HP is low. Also, if this happens he can inflict any Element Resist Down on your character.



And that's all he does... yes, not much. Do not let that fool you though. Jas starts by summoning 5 orbs, then ups it to 7, and ends with a max of 9 orbs at the same time. When you see these orbs on the field and you aim at them, they'll have a name depending on their element (Radiance for Holy, Gaia for Earth, etc). Yes, these are actually individual spells that will hurt your party for around 3000 dmg. per hit. These hit randomly to your party, but 3 of them can easily (and will most likely) kill a party member.

So, how to tackle this first fight? Well, to begin with, Jas is weak to ATK and DEF down, which is good and I recommend you do it with Leo/Valrika as the fight starts. Of course you want to bring Ez to the fight and have him help out with his usual buffs, always starting with Quick All.

A very important party member to bring to the fight is Cheryl. As soon as the fight starts you want to have her start her Strike combo: use Concentrate, followed by Charge twice, then finish off with your Blizzard Strike. Of course you want Ez to give her ATK up and have Leo/Valrika use DEF down on the boss. This will deal tons of damage to Jas right from the get go. My attack got critical and it hit for almost 50000 dmg. That's almost half Jas's health.

HP 7195
MP 252
HP 6765
MP 130
HP 7392
MP 96
Critical
47599
TENSION

After this however, you want to continue using Blizzard Strike on Jas and use Concentrate whenever needed. You'll still be doing around 15000+ dmg. per strike and that's pretty good. Leo's Samidare Fire +2 is also great, especially if you have the Ragnarok weapon (this is the weapon you get from his weapon quest The Forbidden Chest, then upgrade it to Ragnarok).

The big question, however, is how to deal with the elemental orbs that are summoned. Normally at the beginning it's not bad because there are only 5 orbs and the boss won't be buffed with SPD up. You have more than enough time to destroy them. Valrika's Arrow Rain is magnificent to deal with these. They have 10000 HP and Valrika's Arrow Rain can deal around 6000. Use spells that are strong against them (Radiance against the dark orbs, etc) to destroy the remnants.

Further in the fight, when there are tons of these orbs, use your Tension Skill to destroy them all. If you can use Leo's, especially if it's buffed with the passive skills to increase your ATK and Concentrate. Again, this is a very easy fight. The Elemental Resist Down this time around is mostly to scare you, especially if you can destroy all the orbs.

JAS - SECOND FIGHT

NAME	HP	🗡	🛡
Jas	200000	800	500

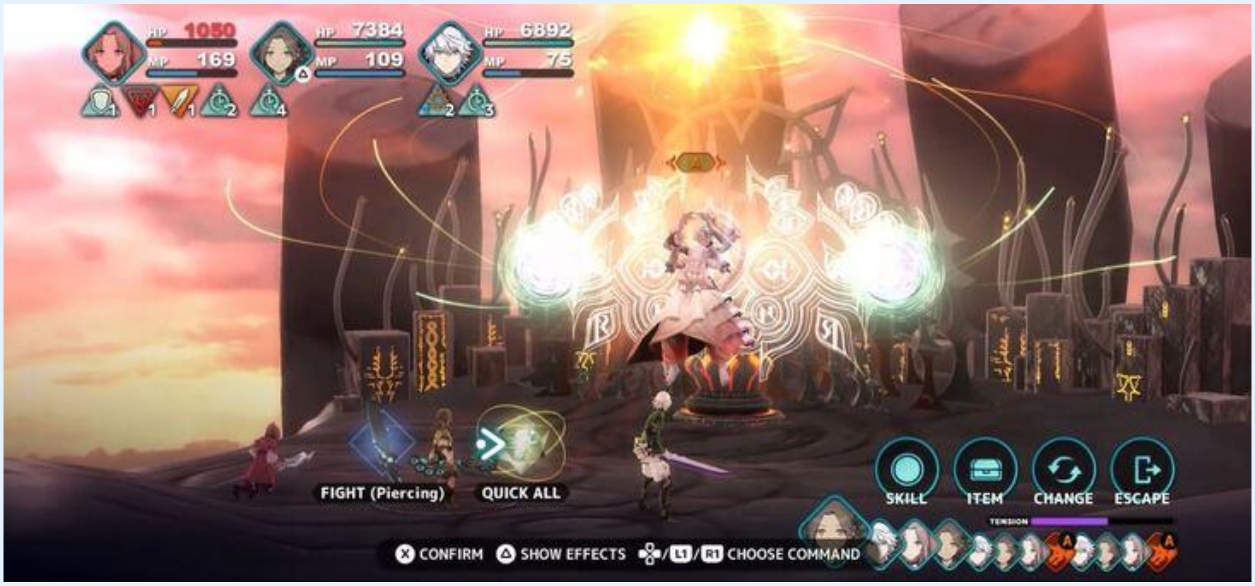
Like I said, this fight starts right after the previous fight. There's a scene in between, but you're in for a world of pain, no matter how much you prepare. This is also a very long fight, so hang in there!

This is the one fight that you really want to prepare for. As I always do, let me go over Jas's attacks first before we talk about how to prepare ourselves and how to deal with him.

His most used "move", is a triple attack! Yes! Instead of using an attack that hits all party members, he uses 3 single-target attacks which do much more damage. Well, for this move he'll use 2 single-target spells, and follows by using a move called **Godly Pulse**. The spells he uses are those high level spells like Radiance, Gaia, and Blizzard. Godly pulse inflicts a random Elemental Resist Down, inflicts a random debuff like ATK and DEF down, and buffs a stat of his.

NOTE that each character will get hit once, which at least is the good thing, and the characters that have an Elemental Resist Down will always get hit. These spells will hit for a lot, around 4500-5000 dmg. Like I said, your characters don't get hit twice so if you can survive the attack you're good.

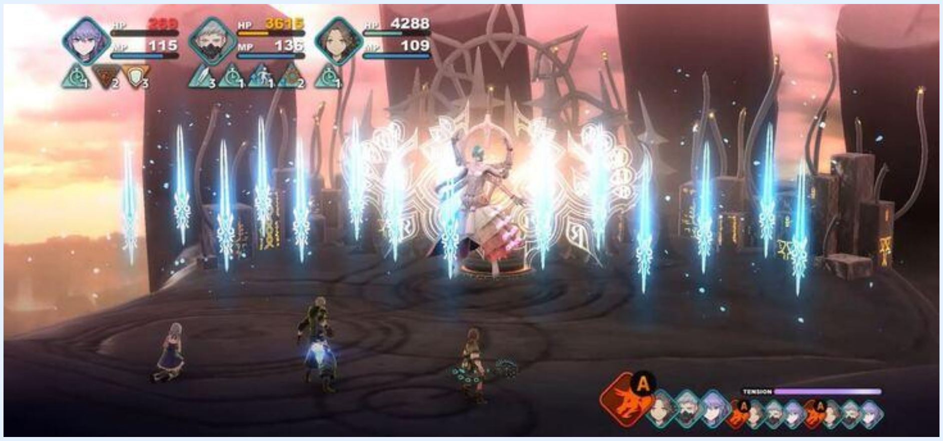
For his next attack, he has **Magna Ray**. This attack is one of the most dangerous attacks, or probably the most dangerous one. Jas summons 2 light spheres, one at each of his side, and a fiery orb at the top. For this attack you cannot attack Jas at all. He'll be immune to all attacks until you destroy these light spheres. These are beefy, having around 15000 HP each. You need to destroy them both, but that's A LOT of damage in just a handful of turns. Instead of destroying them you want to tank the attack, but more on that down below.


HP 1050
MP 169
HP 7384
MP 109
HP 6892
MP 75
FIGHT (Piercing)
QUICK ALL
SKILL
ITEM
CHANGE
ESCAPE
TENSION
CONFIRM
SHOW EFFECTS
L1/R1 CHOOSE COMMAND

This attack, if you don't tank it or at least destroy one of the spheres, it'll deal over 8000 dmg. Yes, this attack will kill you if you don't do something. Keep reading to see what you can do!

Next up is **Godly Heal**. Jas simply heals himself for a little over 10000 HP. At this point it's not much and he'll rarely use it.

Lastly we have **Deluge Of Blades**. Another very dangerous attack. Remember Vam's attack where he summoned swords and you needed to destroy them? This attack is the same! Jas will summon swords and you need to destroy them. Sadly, unlike Vam's, you have a whopping **14 swords** you need to take care of.


HP 289
MP 115
HP 3615
MP 136
HP 4288
MP 109
TENSION

This is exactly the same as Vam's attack: if you don't manage to destroy the swords, each remaining sword will randomly hit a party member for a little over 1000 dmg, then end up the attack with a party-wide attack that hits all party members for around 3800 dmg. Yes, this attack is no joke either.

And that's all for Jas's attacks. He doesn't have a lot, but man are you going to be in pain!

How to prepare for this fight... first of all, your Jewels are extremely important. I personally didn't equip them... and I suffered a lot, but to make your life easier equip your main party (which I highly recommend Cheryl, Leo, and Ez) with Blue Quartz to prevent Elemental Resist Down. This will prevent tons of unnecessary damage to the party. Alongside this, the Crystal Quartz to prevent status ailments.

Sadly we only have one Crystal Quartz but a work around is to equip Ez with his "ultimate weapon Doolghasii which is the upgrade from the weapon "Carnwennan" we got from his weapon quest Merging Powers. Ez should have that, equip one character with the Crystal Quartz, and the third should have the Holy Belt piece of armor equipped. With this you have all 3 equipped with status ailment prevention.

We are NOT only going to use these 3 characters! We also need Kina and Zinikr. These 2, as well as Leo, are incredibly important. The reason for this is that you need these 3 characters to act as your "Tank Party". Zinikr already knows Guard automatically. Kina can learn Guard as well so make sure to do so. While you're at it, have her learn Counter Heal and Counter Heal 2. Leo too can learn Guard so make absolutely sure to learn this (again, something I didn't do). Besides from this, make sure your characters know their strongest spell just so they can deal some damage.

So... how to deal with Jas. He's actually pretty straightforward and has a pattern that he'll keep, but it's up to you to keep up with the damage he does. To begin with, just like before, you can cast ATK and DEF down on the boss.

Jas starts out by simply using his "triple move" on your party. That's all he does, but as soon as you start doing some damage to him he'll start doing his "triple move" and immediately follow by "Magna Ray". After you deal more damage, he'll use the "triple move" followed by "Deluge of Blades", and finally he'll start alternating between the two. Nearing the end, when his HP gets to the red portion he'll stop using his "triple move" and do nothing but Magna Ray and Deluge of Blades over and over.

Following this pattern, you want to have your party out of Cheryl, Leo, and Ez. Do your normal stuff (Strike combo with Cheryl, ATK/DEF down with Leo, etc) and make sure to have Ez do nothing but buff your team and most importantly keep you healed. The most important stat here to buff is SPD. You need as many turns as you can possibly get to keep yourself healed. Throughout the fight Jas will be giving himself ATK, DEF, and SPD up so have Cheryl/Valrika use Dispel to get rid of them.

When he switches to his Magna Ray attack, you can try to destroy at least one of the light spheres if you want, but what you really want to do is tank this attack. To do this you'll want to bring out Leo, Zinikr, and Kina and have all 3 of them Guard to block the attack. Blocking this attack takes the damage you take from ~8000 to a little over 4000, making it a lot more survivable. If you also have a couple of turns to spare, have Zinikr use Iron Wall to increase everyone's DEF and Kina use Barrier All to prevent a couple hundred dmg. Also note that once this attack starts you cannot use ATK down on the boss so don't even try it.

After the attack ends, have Kina quickly heal and swap over to your regular team. As for his Deluge of Blades, you want to try to destroy these swords. You can still easily survive the attack if you leave 2-3 swords, but of course you want to destroy as many as you possibly can. To do this bring out Valrika and use her Arrow Rain. Having her with ATK up while she's out of the party is great for this attack. You normally want to use ATK up on her throughout the fight and swap her out for when she's really needed. Alongside Arrow Rain, Ez's Hyper Grenade helps out with 2700 dmg. to a ton of the swords.

These swords have around 8000 HP each, so they won't go down easily. This is the reason why you want to have your characters learn their strongest spells, for moments like this. This is another attack where you want to use your Tension Skills. Unless you're in dire need of healing and you have to use Kina's Tension Skill, have your strongest party member (most likely Leo) to use his Tension Skill to destroy all the swords at once.

Then again, just like with the Magna Ray attack, if you can't destroy all of the swords before his turn comes up, switch out to your tank party and tank the attack. You will have to make the call several turns in advanced so you can actually switch out the characters so it's up to you to make this call.

Once you're near the end of the fight and Jas starts doing nothing but Magna Ray and Deluge of Blades, I recommend you keep out your tank party (Leo, Zinikr, Kina) and slowly take out the rest of Jas's HP while you tank the ridiculously powerful attack (of course you want to try to destroy as many swords as you can), have Kina heal you us real quick and continue.

This is an **EXTREMELY** difficult fight, but I hope me telling you want to equip helps you out, as well as which skills and passives to bring. I didn't do many of the things I mentioned and I suffered greatly. It's ok if you die a couple of times in this fight. It's an incredibly tough fight and it's understandable if you do fail.

After the fights... you had fun? Enjoyed the 2 fights back to back? Don't worry, just one more and we're done! Of course the toughest one for last!

Anyway, now that we're able to finally catch a breather, make sure to read the strat below to fully prepare yourself for the fight. We are in what looks like the Northern Crater from Final Fantasy VII. Very ominous. We can talk to the party here, but sadly there's no save point. Talk to Prickle near the top to get fully healed (but you most likely gained a level from the fights).

Once ready, go ahead and read the strategy below before even attempting this fight, because it's much harder than the previous one.

JAS THE ABSOLUTE

NAME	HP	🗡	🛡
Jas the Absolute	400000	1000	600

HP 6273
MP 221
HP 8998
MP 257
HP 6071
MP 130
TENSION

Ok, time to finally take care of Jas, and in what feels like a must for all RPGs, it a gigantic, mutated version of him. He looks disgusting... if I can still call him "him".

I hope you are ready because this is a long fight, and by long I mean LONG! If you've been paying attention to his stats, his HP doubles with each fight (100k -> 200k -> 400k), his ATK increases by 200 and his DEF goes up by 100 with each fight. First of all, let's go over his attacks. To make our lives easier, I'll be making a list out of them instead of writing paragraphs!

NOTE: Jas has 2 moves per turn, which is one of the things that make him deadly.

- **Calamity**: hits a party members with ATK, DEF, and SPD down, as well as a random status ailment.
- **Elemental Spell**: hits a party member with a powerful elemental spell (Darkness, Radiance, Gaia, etc). This hits hard, for around 4000-4500 dmg.
- **Retribution**: hits a party member wth Poison, Seal, and Curse. This is bad if you're not protected.
- **Big Bang**: this attack hits hard! It's one of Jas's powerful attack, which means takes a long time to happen, but it hits your party for around 4800 dmg... and the party is already **Guarding**.
- **White Hole**: Jas creates a White Hole (looks more like a sphere) and this thing will summon enemies every time its turns come up.
- **Black Hole**: unlike the White Hole that spits enemies out, this Black Hole sucks a character in, preventing them from taking a turn until the hole is destroyed.
- **Super Buff**: this move grants Jas ATK and DEF up, as well as start his next attack (read below).
- **Supernova**: he starts this right after Super Buff. He turns to a side and summon 12 elemental stones. These will have different elements and you will need to destroy them all before he releases his Supernova attack. This Supernova attack hits your party members randomly 25 times (if I counted that correctly). A whopping **25** times! The damage will be depending on the amount of elemental stones remain up as he regains his turn, but if you leave 3 for example, and you tank the attack each hit will do around 300 dmg. That's not too bad.
- **Beginning of the End**: not necessarily an attack, but it signifies the start of Phase 2.

Ok, so those are Jas's attacks! Given that this is the last fight it doesn't seem that many, but remember that they are strong and he acts twice for each turn.

So, preparations for this fight! We are taking the same approach as the previous fight: we want our main team to have Status Ailment NULL, which means equipping the Crystal Quartz and the Holy Belt on Leo and Cheryl, while Ez has his Doolghasii weapon, which also prevents status ailments. We also want to equip our strongest jewels. Give Cheryl and Tan lots of attack, while you give Leo lots of MP.

For skills, important to have Kina, Leo, and Zinikr have their Guard learned. They are going to be our tank party once again so be ready for that! If you already had them from the previous fight, don't change anything! Zinikr must also have (**MUST**) Radiance Strike and Concentrate. For Cheryl, I'm pretty sure she has it already, but if not have her learn Darkness Strike. Another MUST. Also, we need **Dispel** with either Cheryl or Valrika! Make sure to learn that.

This fight consists of basically 2 phases. Most of the fight is pretty much Phase 1... that is until you get his HP to around 60000-70000 HP. Let's talk about his Phase 1 first, which is basically the entire fight.

During this phase you want Ez on the field buffing your party. Buffing in this fight is very important. You want to reduce as much damage as you take from him and Ez is the perfect member to do this. Of course you want to always have SPD up. Let him heal whenever possible, but keep the buffs up.

Throughout the fight, bring Zinikr out and have him use Concentrate and have Ez buff him up with Quick All and ATK up. Once this happens, take him out of the party. We want to keep him buffed up for when the boss summons the Black Hole, which is later in the fight. When Jas summons the Black Hole, IMMEDIATELY switch to Zinikr and use his Radiance Strike (with Concentrate AND ATK up) to destroy the Black Hole. Destroying this thing is extremely important because it takes away a party member until you destroy it, and it resists every single attack except Holy.

The same can be said about the White Holes. When he summons one enemies will start coming out of it. I had Cheryl as part of my main party and she was able to take care of the White Hole just fine. If yours can't, switch another character for Valrika and have her use Darkness alongside Cheryl's Darkness Strike to obliterate the White Hole. If you don't plan on using Cheryl in your main party, follow the same as I mentioned for Zinikr (buff her up and kick her out of the party until the White Hole appears haha).

IMPORTANT: if you're using Cheryl to deal damage, **DO NOT USE** her Strike Combo (Concentrate + Charge x2). We want to use this combo for later in the fight, in phase 2.

Now, for when he Super Buffs himself and starts the Supernova powerful attack, IMMEDIATELY have Cheryl/Valrika use Dispel to get rid of his buffs and immediately have Leo/Valrika use ATK down on the boss. This will help you out a ton. To deal with the Elemental Stones, there will always be more stones of one element and 1 or 2 of the other elements (out of the 12, 9 are fire, and there's a single Lightning, Ice, Earth for example).

You want to save your Tension Skills for this move. You want to use the Tension Skill that's going to destroy the most stones (if most of them are Fire use Cheryl's Tension Skill, Zinikr's if there's more Lightning, etc). Doing this will greatly diminish the damage it'll do. Not only that but if you also have ATK down on him, this attack will be easy to survive. That being said, if you have enough turns you can try to destroy the remaining stones. I'd say if you have 4 or more, switch out to your tank party and Guard to block as much damage as you can.

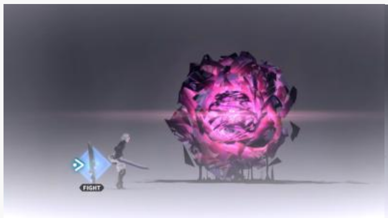
From here on out the fight will continue relatively the same, until you get him to 60000-70000 HP or lower and he uses **Beginning of the End**. When this happens, everything will go to hell and he'll give you 5 turns to defeat him. Yes, 5 turns to completely kill him before he obliterates you. Also, the boss now only acts once per turn instead of turn, allowing you to dish out more attacks.

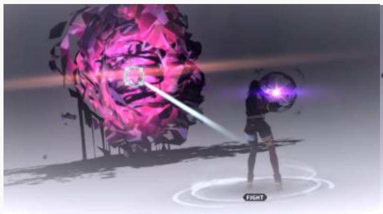
What can help you out with this? Well, for starters Ez with his Quick All. You want as many turns as you can get. Another thing is Cheryl and her Strike combo. This is the reason why I told you above not to use her combo until now. You want to deal a ton of damage? Have ATK up with her (preferably DEF down on Jas) and use Concentrate, then Charge twice and release a Blizzard Strike. At this point I've shown you plenty of times just how strong this attack is.

Other things that can help: Leo with ATK up AND Desperation. He'll lose DEF in the process but you'll gain a ton of attack. This with Samidare Fire +2 is nuts. Another is Tan with his Mystery Potion. That and Desperation work wonder. Have him use Rudy Strike and my man will be doing over 15000 dmg. per hit.

And that's it for the fight! Again, the difficulty in this fight lies with the debuffs and knowing how his Supernova attack works. This and not having a Tank group definitely spikes the difficulty of this fight by a lot!

After the fight we have a little segment where each character has a little bit of a spotlight when confronting Jas so enjoy that (you basically just have to attack him). After that, however, we have a whole bunch of scenes to watch. Go ahead and enjoy them all, you might as well after those boss fights, am I right?





FIGHT (Piercing)

I hope you enjoyed this guide as we played through Fantasian together. It was one heck of a journey and every minute of it was fun, challenging with a ton of boss fights, and lots of beautiful art from both Hironobu Sakaguchi and Nobuo Uematsu. If you enjoyed the guide, be sure to comment below as this guide wouldn't be here without Neoseekers support. Thanks for playing along with me everyone!

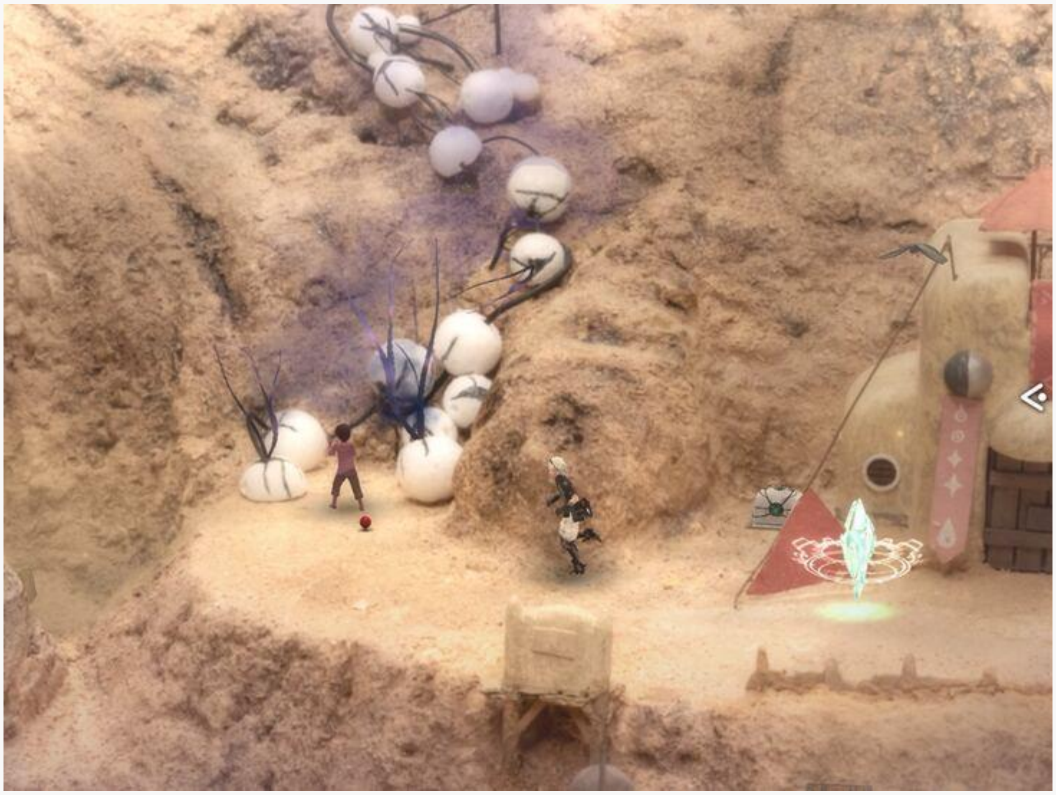
Sidequests

Sick Mother

A sick woman in En is missing her som. Help her find him.

- **Location**: En
- **Conditions**: Look for the lost child
- **Rewards**: Iron Key x1

This is an easy first quest! We need to return to the Old District in En. After doing so you can find the little kid west of the Fortune-telling building where you met Kina.



Talk to the kid and you'll have to pick the correct answers to bring him back. They are the following:

- Your mother's looking for you.
- Your mother is crying for you.
- How could you make her cry like that?

Once you do the kid will run back to her mother. Once he does you yourself run back to the quest giver and let her know to end the quest and get your reward.

Beloved Cat

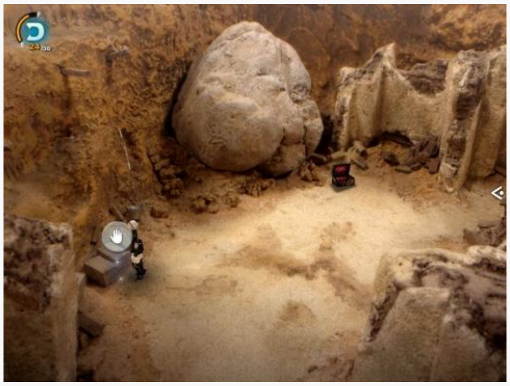
Help a man in En's Old District find his missing tiger-stripped cat.

- **Location**: En (Old District)
- **Conditions**: Find the tiger-stripped cat
- **Rewards**: 1200G and Iron Key x1

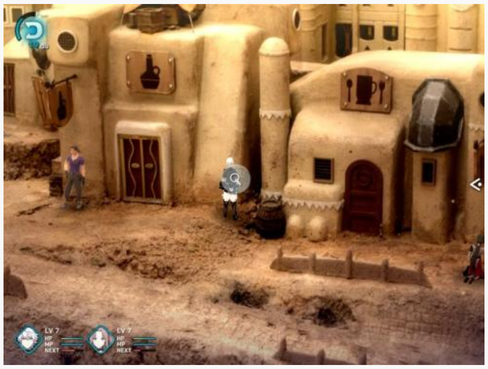
Ok, this sidequest... it's our second sidequest in the game and it already gave me nightmares figuring it out. I only happen to find this by chance, which is the worst thing.

To start, you get this sidequest by speaking to the man in the northwestern corner of En's Old District after the events witn Owen.

After talk to the man and get the sidequest, leave the Old District and in the area connecting both districts check the open area to find a sparkle on the bricks to the left. Examine them to find **Piranhara Bones**.



Once you have these return to En and **IN BETWEEN** the restaurant and the item shop you can see there's a little alley. Approach it and you'll be able to shimmy through it, reaching the building in the back.



Go inside the building and open up the chests in here for **Energy Drink x5** and **1000G**. There's also a gray cat here. Approach it and you'll use the Piranhara Bones to capture the cat. Once you do, return to the man in the Old District and give him the cat to end the sidequest, netting you a pretty nice reward.

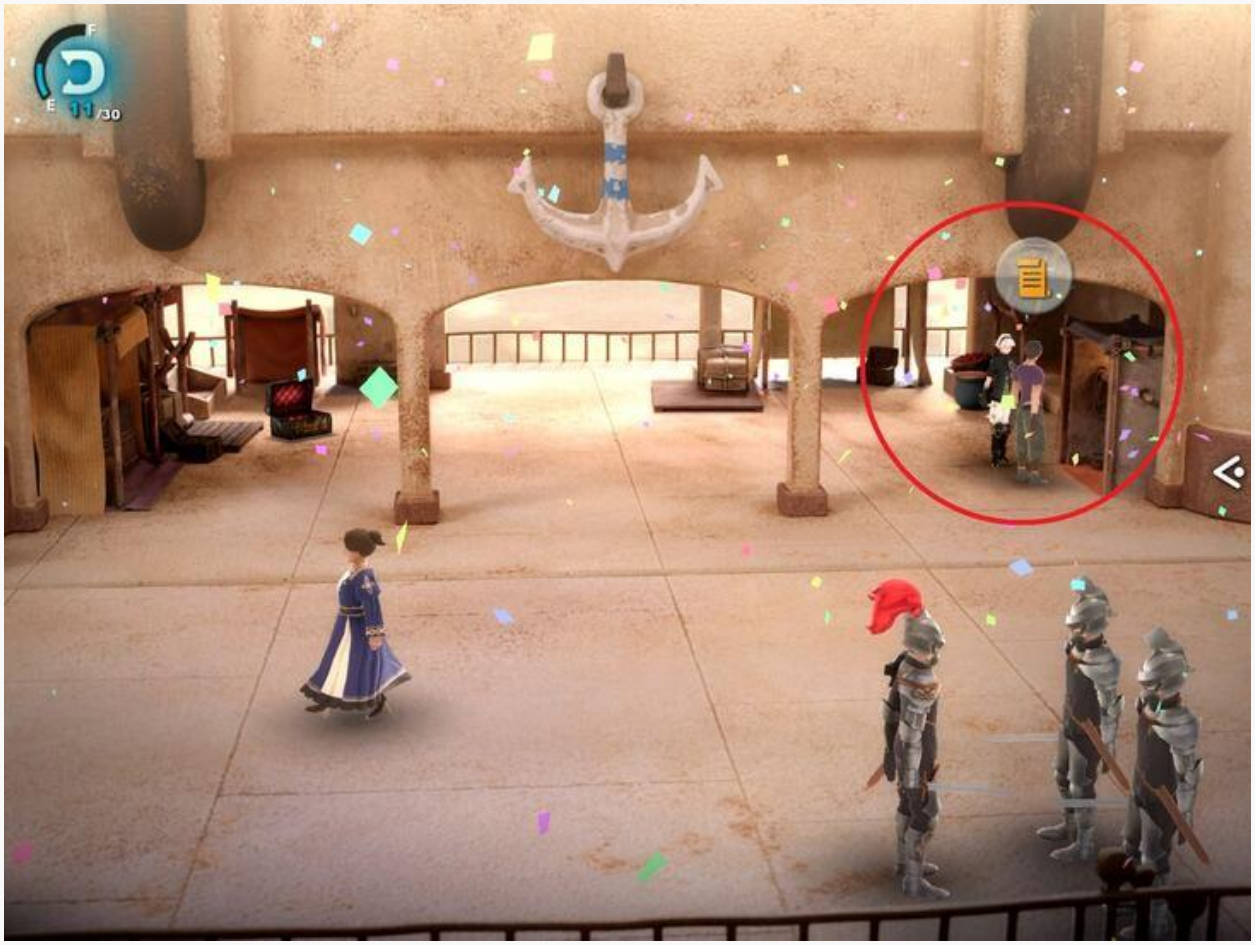
His Whereabouts

A woman in En is worried about her missing lover. Help her find him.

- **Location**: En
- **Conditions**: Search for the missing man
- **Rewards**: Ether S x3, 500G

We get this sidequest by speaking to the lady at the main plaza in En after the events with Owen.

This is a very simple sidequest. We need to go talk to the lover of this woman. Once you unlock the harbor area of En (via story progression), speak to the man in the southeastern corner (near the furnace) and let him know about the lady.



He'll give you **Lover's Letter**. With this in hand, head back to the lady and give it to her to end the sidequest.

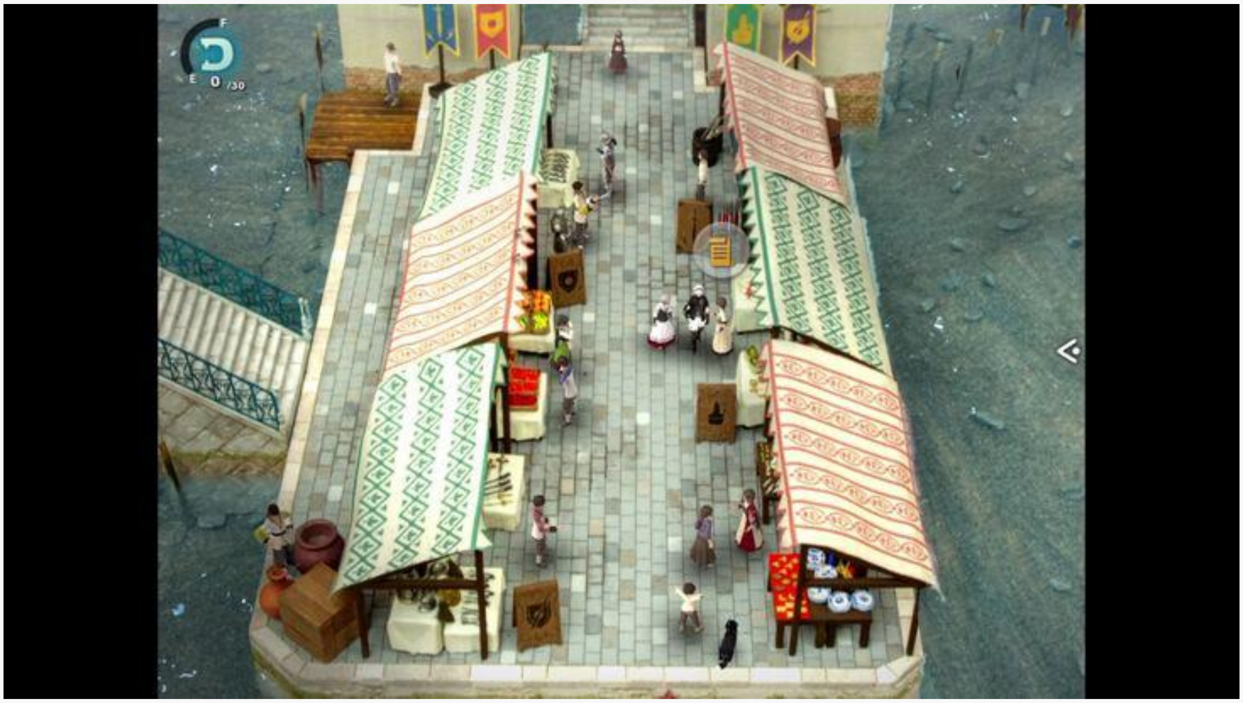
Bait for Fishing

Buy some bait for the fisherman fishing at the harbor.

- **Location**: Vence (Harbor)
- **Conditions**: Purchase bait from item shop
- **Rewards**: Iron Key, 2000G

We can get this sidequest by talking to the fisherman at the harbor as soon as we get to Vence.

This is a simple one. Head to **West Vence** and speak to the shop owner on the right in front of the green tent to get the **Bait**.



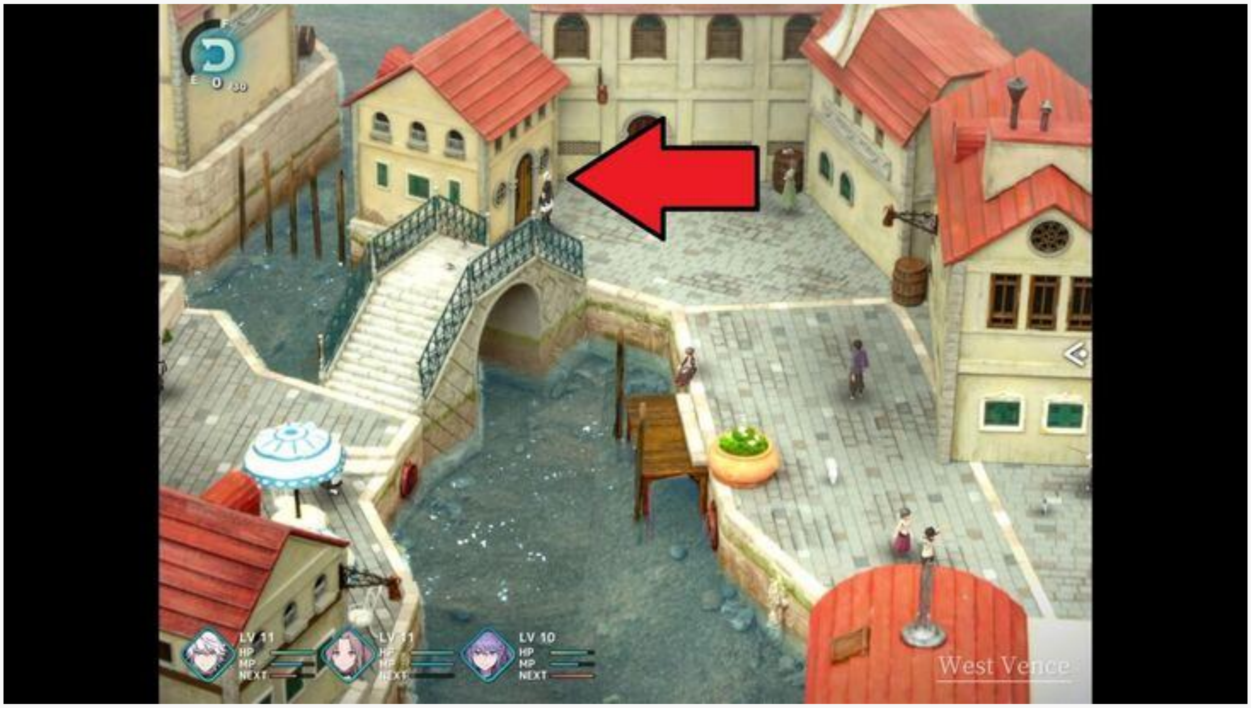
Once you have it return to the man at the harbor and give it to him to end the sidequest. Pretty simple, huh?

Knuckles Development

Find a rare seashell in the Royal Capital and complete the knuckles.

- **Location**: West Vence
- **Conditions**: Find and hand over the designated item (Metallic Shell)
- **Rewards**: Seashell Knuckles

For this one speak to the sailor inside the house at the northern side of West Vence.



This one takes a while to complete since we need to proceed much deeper into the story.

After you escape from the coliseum you'll eventually reach the Outskirts of Vibra. Here speak to the little girl at the beach on the bottom of the area and you'll start another sidequest, Picking Up Shells. Your reward for completing this sidequest is a **Metallic Shell**.

Once you have this shell, continue playing the game and you'll eventually fix the Warp Device. With this warp back to West Vence and give the shell to the sailor to complete the sidequest. Pretty easy, but it took too long to finish!

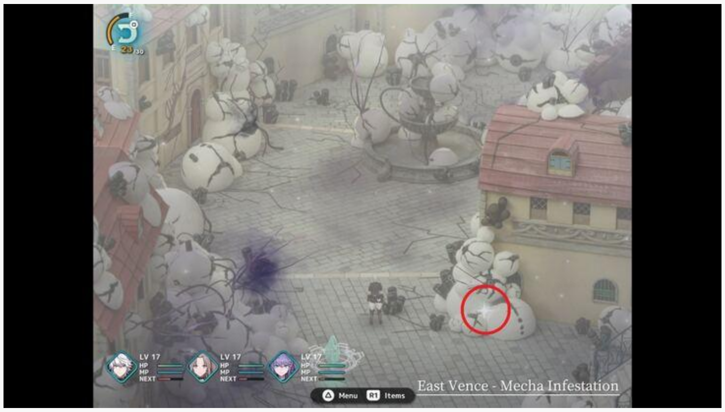
Researcher

Obtain mechteria samples for research.

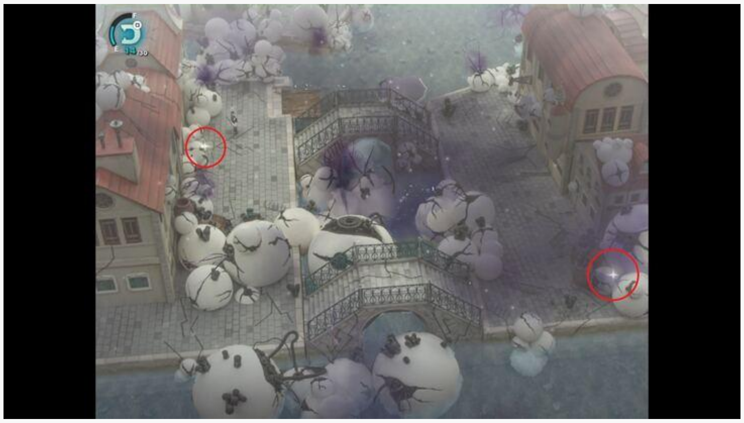
- **Location**: Vence (house west of the inn)
- **Conditions**: Collect 5 mechteria samples from East Vence.
- **Rewards**: Obsidian, 2500G

You get this sidequest by talking to the man inside the house west of the Inn.

For this one warp to East Vence and we'll be left at the save point. Check the white blobs on the right to find your first sample. You have to fight some enemies to get it.



Once you have it move to the very end of East Vence (where the toy box is) to find the second one. Return to the save point now and go back across the water using the gondola. As soon as you get on the other side pick up the sample from the blobs on the left and there'll be another one at the blobs in the lower right corner.



The last sample is near the house where you got the gondola, which I guess would've been the first one if you came here the normal way. Once you have them all, head back to the quest giver and give him the samples to end the sidequest.

Picking Up Shells

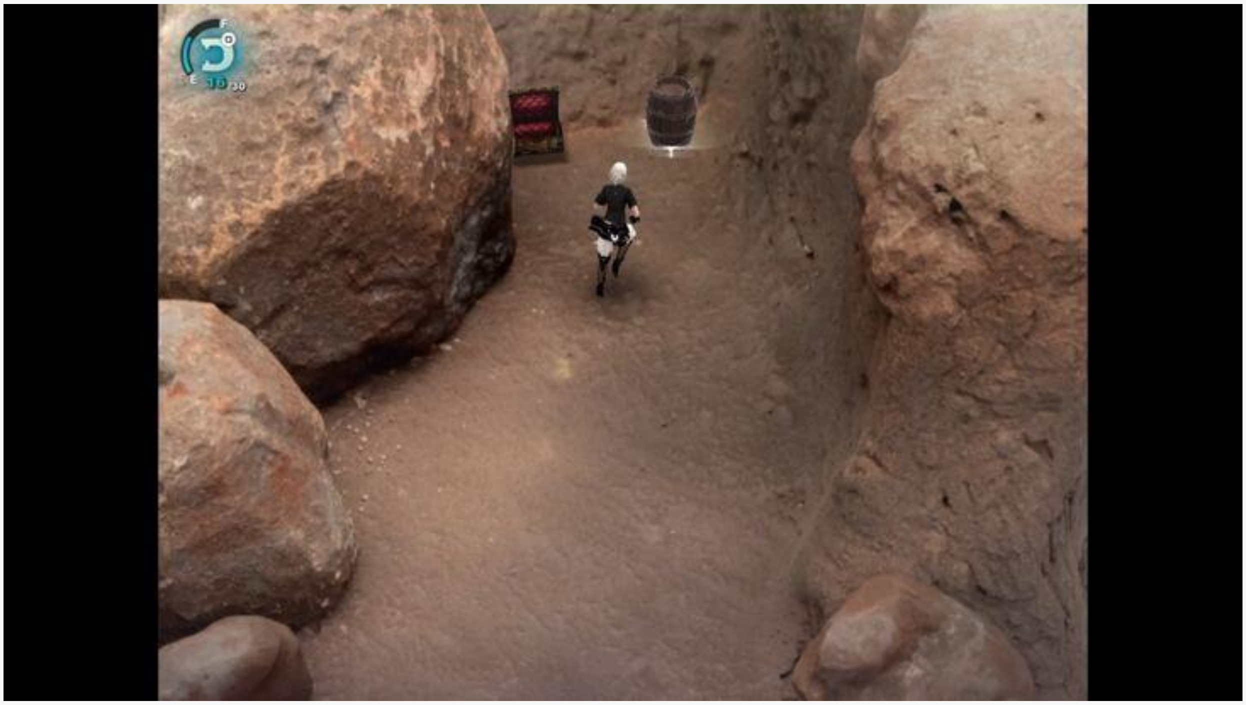
Find a lovely seashell for the girl to give to her mother.

- **Location**: Vibra - Outskirts
- **Conditions**: Get a seashell for the girl
- **Rewards**: Metallic Shell

We get this sidequest by speaking to the little girl at the beach in Vibra - Outskirts.

This is an extremely simple sidequest, but also very important. It's important because completing this sidequest will allow us to complete a sidequest we got a while back that we haven't been able to do yet.

The girl wants us to find a sea shell for her mom, but it has to be a very pretty one. There are several sea shells you can get around here, but you can only get one at a time. None of these are good enough for the little girl (Round Blue Shell, Yellow Stripped Shell, White Star Shell, Jet Black Shell). The one you want to get is located in the little corner east of the little girl (where we helped Tan fight the bandits).



Move the barrel and pick up the **Iridescent Shell S**. Give it to the girl and she'll hand over a **Metallic Shell**. Now this item is what you need to complete our other quest (link below).

- Knuckles Development

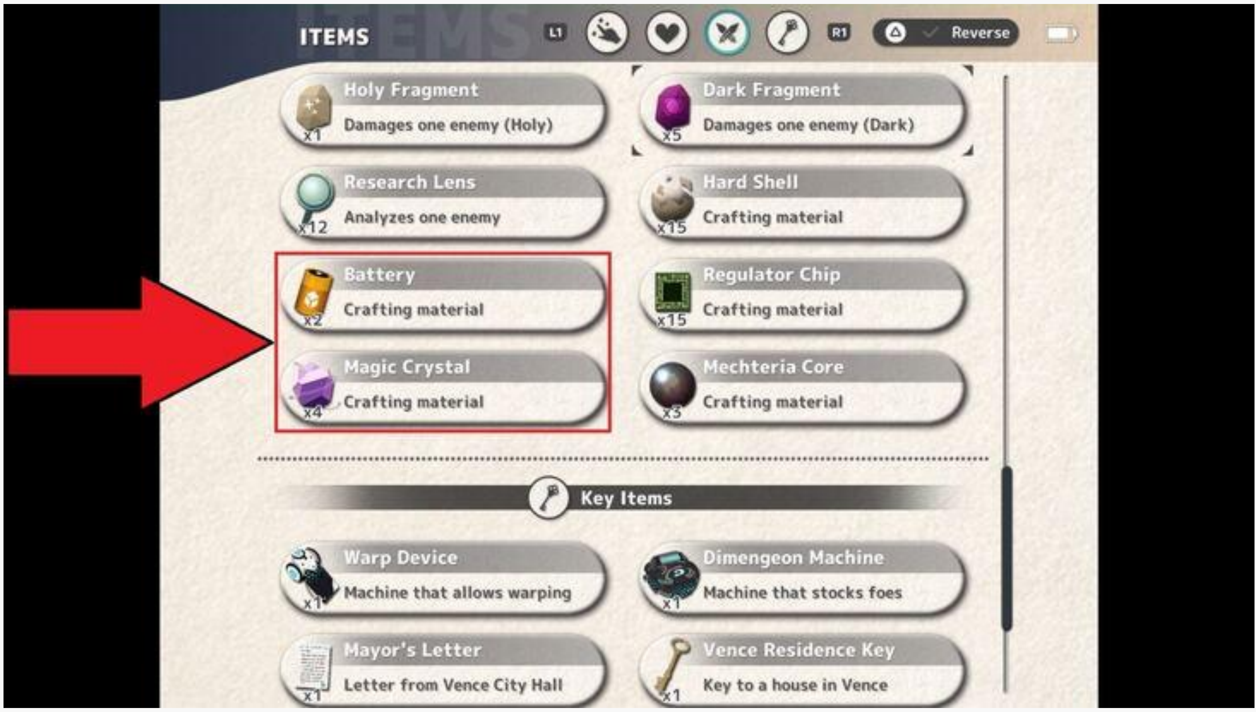
True Dimengeon

Collect the broken parts of the Dimengeon Machine

- **Location**: Vibra - Outskirts
- **Conditions**: Collect the requested parts
- **Rewards**: Dimengeon Device upgrade (holds up to 40 monsters now)

We get this sidequest from one of Ez's brothers in Vibra - Outskirts.

Ez's little brother will help us fix and better the Dimengeon Machine we've been using, but for this he'll need some parts. First of all he needs a **Battery** and a **Magic Crystal**. These items you should've gotten them from chests in the Junkyard when you were playing as Kina/Cheryl (of course this is if you're doing this right after you get it). If you didn't get them for some reason then some of the monsters there also dropped them. You can also get them in Vibra as you continue with the game.


ITEMS
L1
R1
Reverse
Holy Fragment
Damages one enemy (Holy)
x1
Dark Fragment
Damages one enemy (Dark)
x5
Research Lens
Analyzes one enemy
x12
Hard Shell
Crafting material
x15
Battery
Crafting material
x2
Regulator Chip
Crafting material
x15
Magic Crystal
Crafting material
x4
Mechteria Core
Crafting material
x5
Key Items
Warp Device
Machine that allows warping
x1
Dimengeon Machine
Machine that stocks foes
x1
Mayor's Letter
Letter from Vence City Hall
x1
Vence Residence Key
Key to a house in Vence
x1

After you give the kid the items you'll need to get the **Circuit Board DX** from a guy in Vibra's **Town Center**. This is pretty much a bit later in the game so you'll have to continue playing.

NOTE that the Circuit Board may be different from the one I got, so keep an eye out and remember which one it is!

Once you reach the Town Center, head to the western side of the area and speak to the kid in the corner. Once you do he'll tell you the secret spot is in the alley, so head into the alley to the right and speak to the man here. Give him the pass and pick the **Circuit Board DX** (or whichever one you had if it was different).

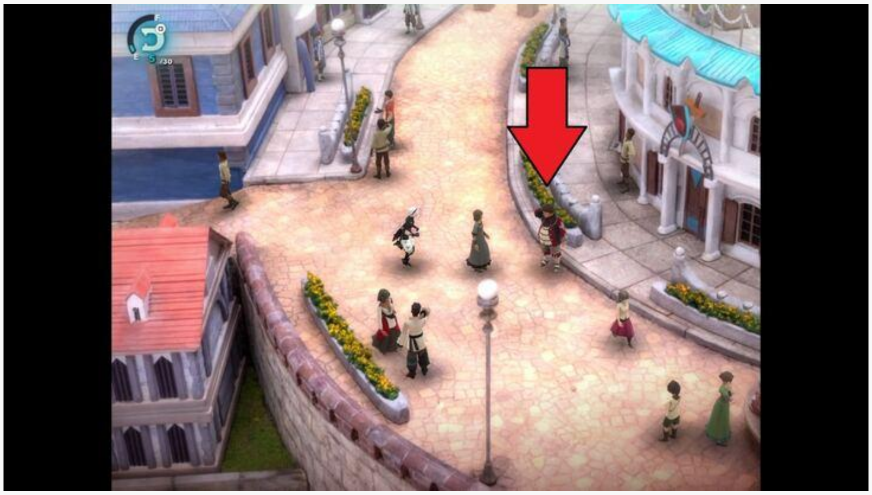
Once you have the Circuit Board, continue playing the game until you unlock the Warp Device. Once you do warp back to the Outskirts and give the Circuit Board to Ez's brother to end the sidequest.

New Product Flyers

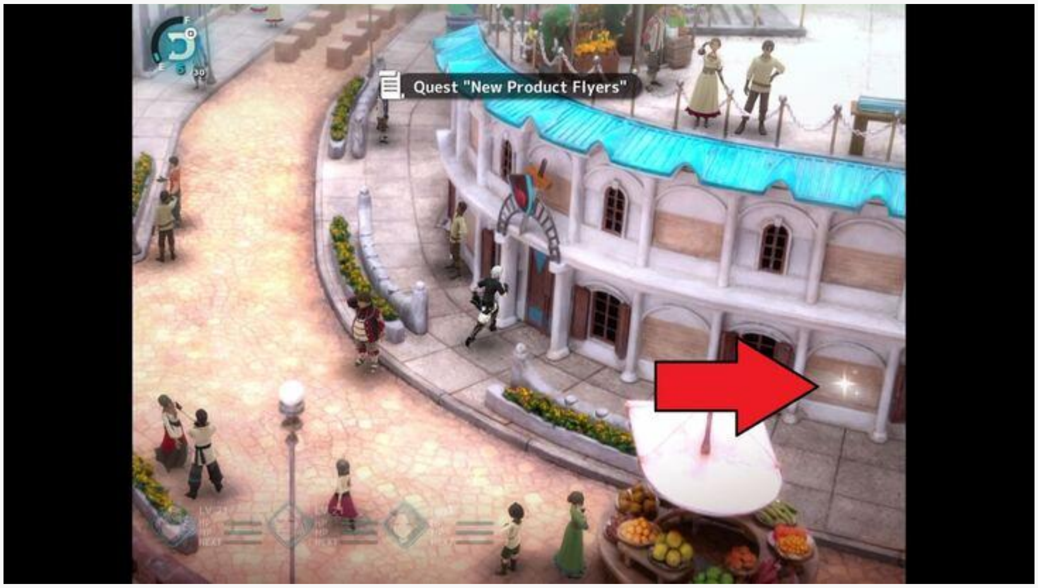
A shopkeeper is troubled by mistaken orders. Help him by posting flyers around the capital.

- **Location**: Vibra - Town Center
- **Conditions**: Post flyers in crowded areas
- **Rewards**: Mechteria Key, 5000G

For this sidequest speak to the man in red outside the Weapon Shop in Vibra's Town Center.



As you talk to him you'll get **New Product Flyers x10**. This is extremely simple. You just need to go around the area and paste these flyers on walls where you can see sparkles.



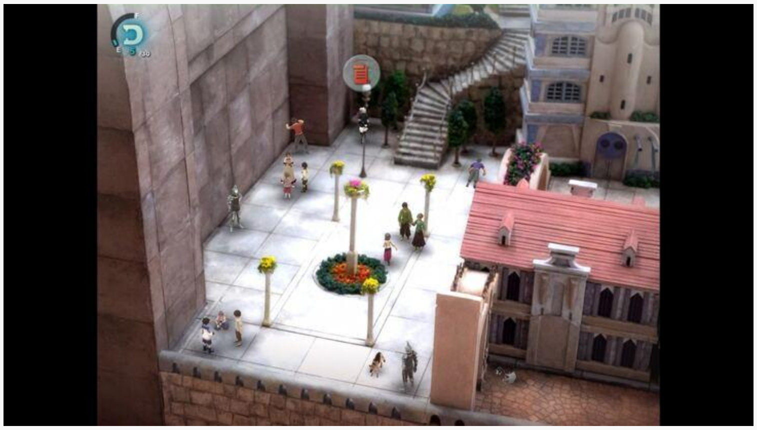
They are all extremely easy to find (none are hidden) so just run around while you do other stuff here and you'll get it done in no time. Once you pasted all 10 return to the man and let him know the deed is done to end the sidequest. Pretty simple, right?

Letter to a Friend

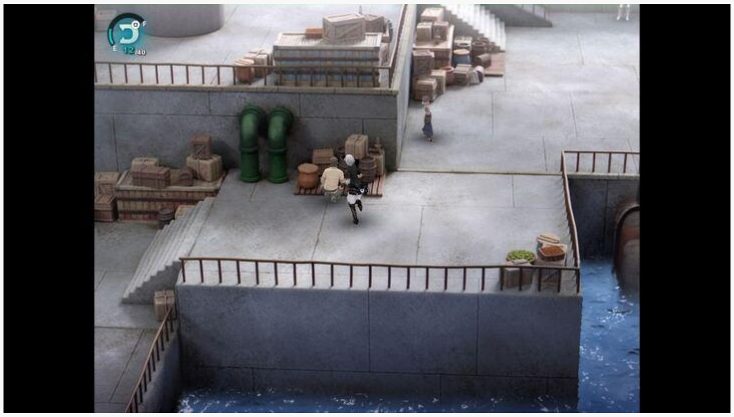
Track down the whereabouts of the old man's friend who was aboard the Uzra at the time of the incident.

- **Location**: Vibra - Town Center
- **Conditions**: Search for the old man's friend
- **Rewards**: Onyx M, Mechteria Key, 5000G

For this sidequest speak to the old man on the western side of Vibra's Town Center.



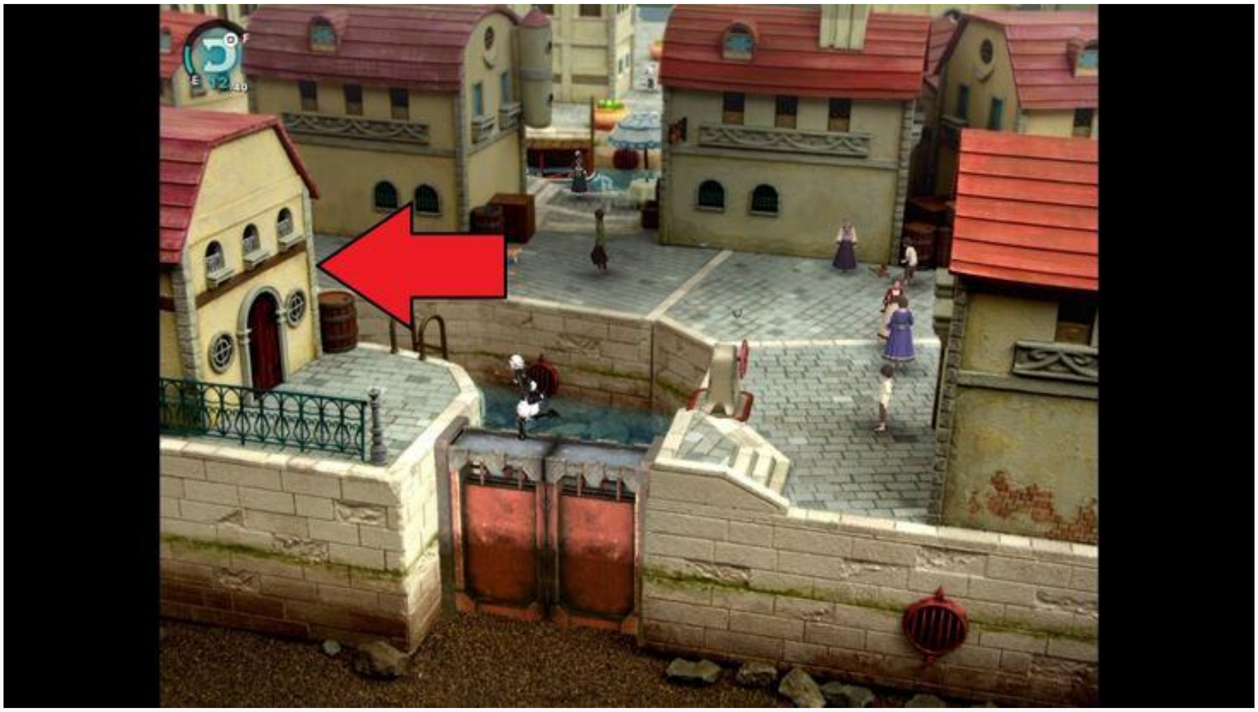
At the time of us getting this we cannot do much. But once you fix Leo's Warp Device warp back to Vence's Harbor and speak to the man on his knees near the entrance/exit.



He'll tell you to go check out **City Hall** so see if any of the Uzra's passengers are there. From here the entire quest will be us looking for this person. I'll write them in a list down below to make our lives (yours and mine) easier to follow.

- Man at the harbor (this is where we start).
- **City Hall**. Speak to the receptionist.
- Speak to the women sitting on the couch in the **Inn**.

- **City Hall** once again. Go up to the observatory and speak to the lady in green and brown.
- Man dressed in green standing on the bridge in front of the restaurant in West Vence.
- Inside the **restaurant** in West Vence. Speak to the couple.
- Inside the house on the western side of West Vence. You'll need to spin the wheel to get to the house.



Inside the house speak to the man and he'll give you a **Postcard**. Warp back to Vibra's Town Center and give the postcard to the old man to complete the sidequest. That was... kind of annoying!

Ultimate Rice Omelet

Find the egg that Sid, the bartender in En, needs to make the ultimate rice omelet.

- **Location**: En - New District (inside Starry Eyes)
- **Conditions**: Procure the mysterious egg
- **Rewards**: Ancient Relic, Diamond L, SP Capsule

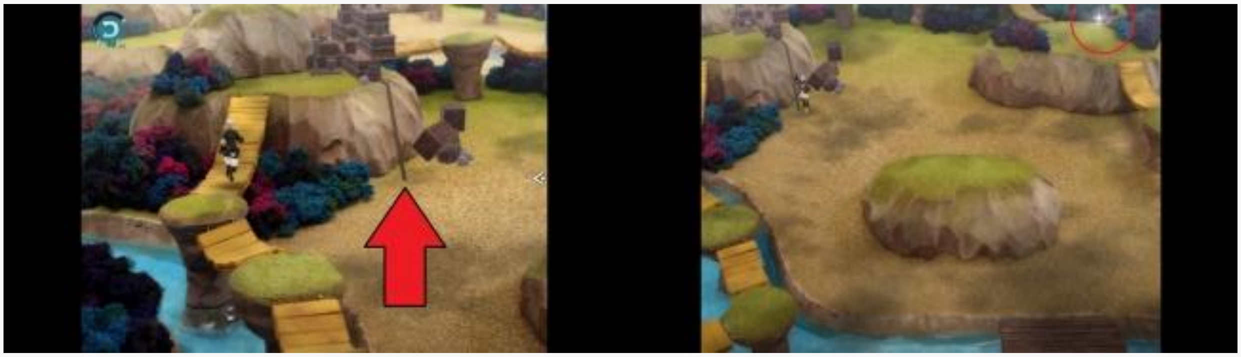
This sidequest is given to us automatically by Sid when returning to En after visiting the Chaos Realm.

For this one we need to go to Ancient Hill. We've already been there throughout the course of the game, but if you don't remember simply leave En via the harbor and follow the path until you reach the Ancient Hill area.

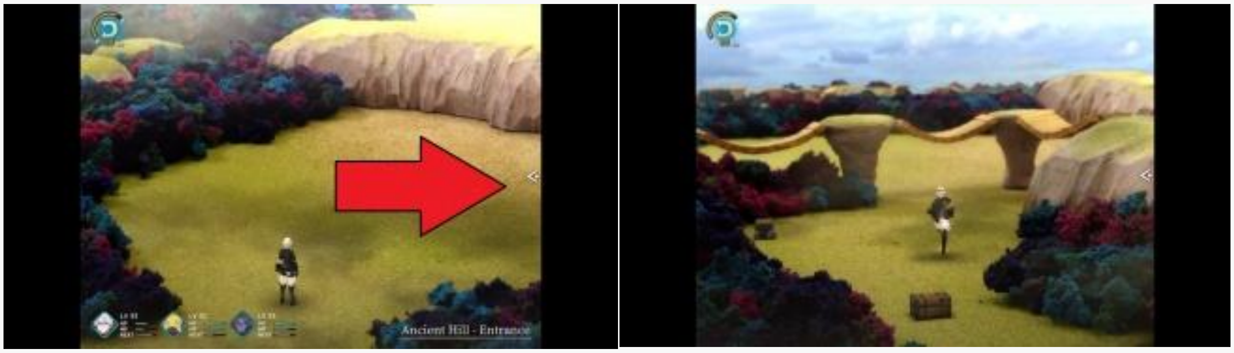
Ancient Hill hasn't really changed at all since last we were here. Save your game as you enter. Be careful about enemies in here and don't let your Dimengeon counter go up really high. Remember that we have the fire and ice enemies and we don't have a proper way to deal with them right now.

The fights can be extremely tough so be careful. Now follow the path until you see that the road is actually blocked. All of these boxes weren't here before! There's actually a rope here that you can use to go down to the area below, which is new.

As you come down here you'll be able to spot a sparkle on the right side of the screen. This sparkle is what we're here for!



Go ahead and open up your map and you'll see 2 new exits, both of them across the river to the west. Follow the western exit first to reach the first area. This place looks empty but head north to find a pair of hidden chests, containing **Aquamarine L** and **Whetstone**.



Return to the previous screen and head south to reach the area with the golem. Ignore the golem and go up the bridge. Follow this until you hit the save point. **SAVE YOUR GAME** and heal up. When ready, move to the next screen and check out the sparkle. This will trigger a little scene and we'll be in a boss fight!

GIANT SLIME

NAME	HP	🗡	🛡
Giant Slime	30000	347	272

REWARDS	
EXP: 7890	G: 8830

Fantasian - Giant Slime Boss Fight
HP 5112
MP 100
HP 3258
MP 61
HP 3859
MP 68
5
5
Share

Ok, this boss is weird. It's a very simple boss, but it's also very hard! The recommended lv. of the sidequest is 35 and I was lv.31-32 so I was a bit underleveled, but I still managed to do this.

First of all, it's a slime enemy, which means all your physical attacks will do VERY little damage to it (20%). This basically means you should stay away from physical attacks at all time. You want to focus on using elemental attacks every single time (Leo's Fire Slash, Prickle's Lightning, and Valrika's Dark). Also, you'll want to make sure to avoid using attacks of the same element over and over.

The reason behind this is because whenever you attack the Giant Slime it'll store that element's energy. This serves 2 purposes. First, it lowers the next attack of the same element (Leo's Fire Slash first does 1500 damage, then it does 700 damage). Secondly, after storing 5 elemental hits, it'll release them on its next turn, hitting your characters 5 time randomly. These attacks usually hit for around 1300-1500 damage each hit, so if you're really unlucky you can die.

That is not all, his most dangerous attack is Stomp, where it jumps in the air and stomps on all your characters, hitting them for easily over 2200 damage each. This attack can be a party wipe pretty easily so you'll want to keep your HP up all the time.

Ok, so why do I say this fight is simple? Well, because that's mostly all that it does. It also has Mucus, which isn't really that bad of an attack, but it inflicts Slow so that really sucks. You pretty much want to attack the boss with your elemental attacks a couple of times while staying healed, then take his Magical Explosion attack, heal up, rinse and repeat.

Do note that you can cast Slow on it to even things out (since it LOVES to cast Mucus on you), but what you REALLY want to use is **Crush**. Valrika's Crush lowers the Slime's ATK, making its attacks much more manageable and less scary. They make it so much easier to heal up it's wild. Make sure to keep it up 100% of the time and, if you really want to, also keep up Slow to make this an even fight.

Do note that Valrika is the strongest magic user you have right now, followed by Leo, so I recommend you use both of them to attack while Prickle sticks to healing. Don't even bother using his barrier since the Slime can easily destroy it, making it a waste of MP and turns.

- **Getting ready to fight**: skips a turn.
- **Mucus**: hits one character for around 1500 damage and inflicts Slow.
- **Stomp**: hits all characters for around 2200 damage.
- **Magical Explosion**: releases all magical energy stored and hits your characters randomly 5 times.

The Golem's Revival

Ez is obsessed with ancient weaponry. Check out the golem on the ancient hill.

- **Location**: Vibra Outskirts (Ez's house)
- **Conditions**: Examine the golem on the ancient hill
- **Rewards**: Ancient Staff

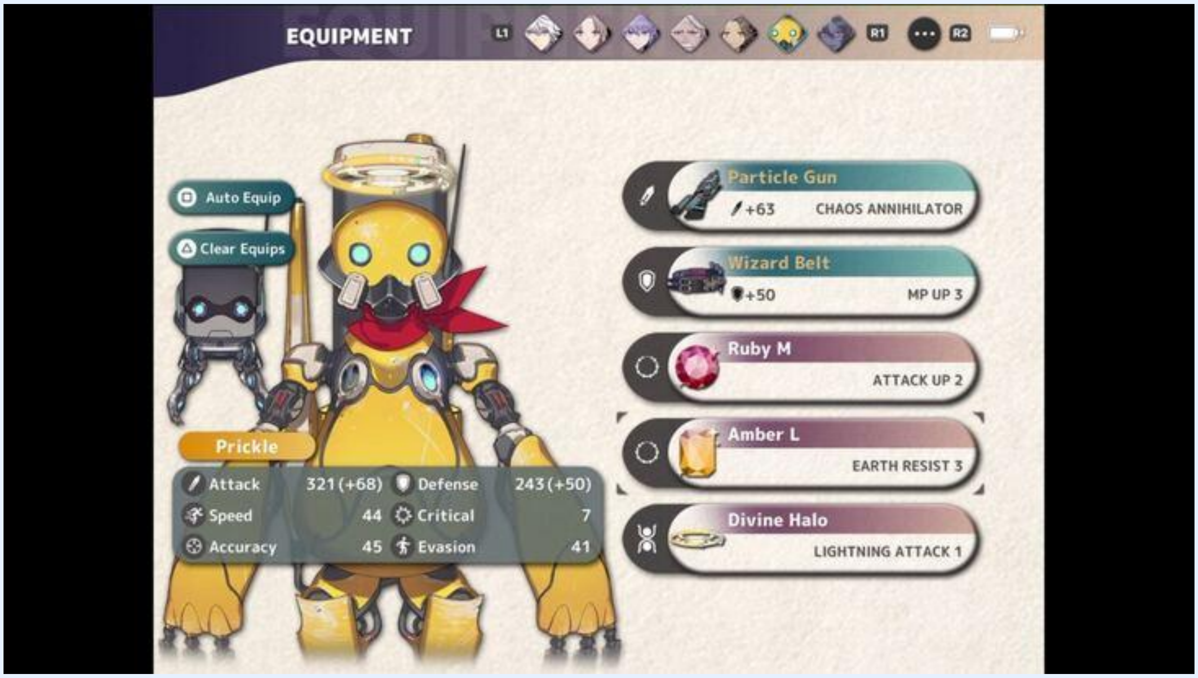
For this sidequest warp to **Ancient Hill** north of En and make your way to the third area. Here you'll see the golem we previously destroyed right here. Before you examine it make sure to go up the slope and save your game. Also make sure to read the strat below because this guy can be a pain at lv.42.

GOLEM

NAME	HP	🗡	🛡
Golem	100000	615	301

Alrighty! Remember this boss? Yeah, it's back and MUCH stronger than before. Before anything, I highly suggest you equip a couple of things: first of all, equip all 3 characters with an **Amber** jewel. This reduces Earth damage and it's probably the most important thing you need. Most of this boss's attacks are earth based so equipping these helps a lot. Of course you want to equip the best ones you have, but even Amber S help a lot.

Alongside these, equipping either **Emeralds** to increase your base DEF, or **Rubies** to increase ATK. Of course you can also equip **Pearls** to increase HP, or **Opals** for MP. Valrika's attack mentioned below uses a lot of MP and she doesn't have much of it so I equipped her with an Opal XL, but you do you.



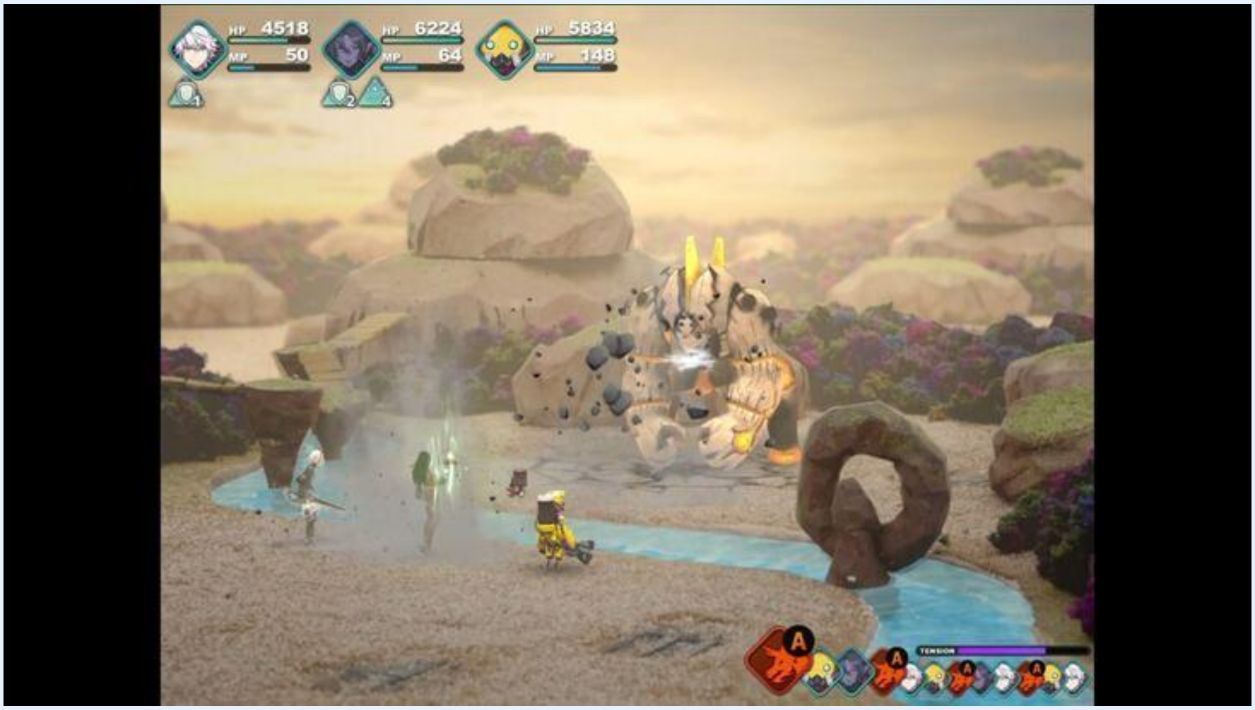
Prickle

Attack	321(+68)	Defense	243(+50)
Speed	44	Critical	7
Accuracy	45	Evasion	41

Particle Gun — +63 — CHAOS ANNIHILATOR
Wizard Belt — +50 — MP UP 3
Ruby M — ATTACK UP 2
Amber L — EARTH RESIST 3
Divine Halo — LIGHTNING ATTACK 1

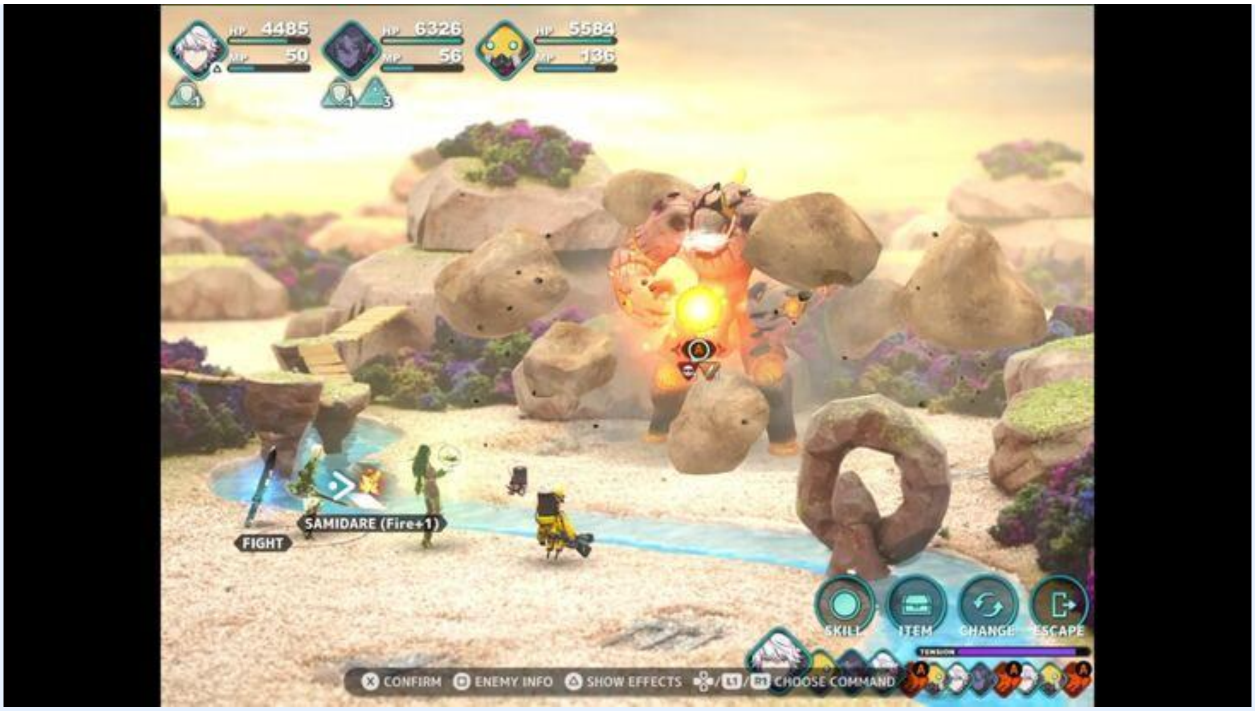
The boss himself is powerful. So far he's the boss with the highest ATK so I hope that tells you what you're in for. He's not weak against anything, but he is resistant to earth so don't use earth attacks at all. You can inflict ATK and DEF down so that's fantastic. If you have it, you can also inflict Mist on him to lower his accuracy. I honestly didn't see a difference. He was still hitting every time with or without it haha.

Let's talk about his attacks really quick. He doesn't have that many, thankfully. First of all he has his regular attack called **Pummel**. He hits twice, once with each arm. He can hit 2 different characters, or the same character twice. These hit hard, for around 2100 dmg. each. He also has **Earth**, a single-target spell that hits one character for a little over 2200 dmg. **Earthquake** is his party-wide earth magic attack that hits for around 3500 dmg.



As for his powerful attack, he has 2. First, he uses **Silvery Ray**. This hits all party members a couple of times for a total of around 3500 dmg. For his second, most powerful attack he uses **Earthstorm**. When he starts charging this attack his core will come out and he'll become extremely vulnerable. The core only has 10000 HP so if you can destroy it the fight will end. It's not as simple as it sounds, however, because there will be several rocks going around him and will block your attacks if you hit them.

Of course here you want to decide whether you can deal 10000 dmg. in a couple of turns or heal up, increase your DEF, and prepare yourself to withstand the attack. This does, without buffs, around 4500-5000 dmg. to all party members. Yes, this attack can wreck you.



And that's pretty much what the boss does. Not much, but he does hit HARD with everything. Thankfully I hope you equipped the stuff recommended above. It helps out A LOT and will mitigate the damage you take. All of the values above are WITHOUT buffs or the jewels so don't let them scare you.

I highly suggest that you attack both of his arms. Yes, you CAN destroy the arms and once you do he'll stop using his Pummel attack altogether, which is fantastic news. He'll start using Earthstorm and Silvery Ray a lot more often, but this gives you a lot more time in between turns to dish out tons of damage while you use a turn or two with Prickle to heal.

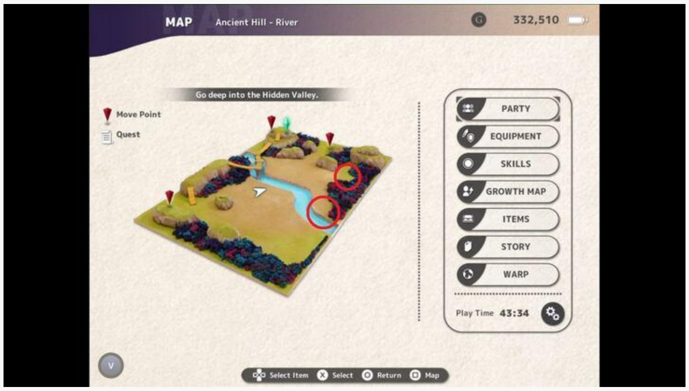
Personally I brought Leo, Valrika, and Prickle. My Leo currently has Fire Samidare +1, and he naturally increases fire damage so I was hitting pretty hard. Valrika is another amazing character I highly recommend you bring. Besides having all of the debuffs like ATK and DEF down, she can also inflict Mist (if you've unlocked it) and has an extremely powerful attack, **Arrow Rain**. If you've upgraded this then it'll hit like crazy.

Prickle of course is our main healer. He has very powerful heals, plus a barrier. His lightning is also great to deal damage, or even use Frenzy to probably deal even more. I tend to switch between Prickle and Ez a lot because I like the buffs Ez can easily give us.

Overall a much easier fight if you equip the jewels recommended above, but if you don't then it's an extremely tough fight. Focus on taking out the arms so you don't have to worry about your characters' HP go down unevenly and just prepare for the big attacks.

After the fight, watch the little scene with Ez and we can finally cross the river. Finally!

Once you regain control, cross the river and check the right side to find a pair of chests. One next to the right and the other along the trees. You'll get **Order Motes** and **30000G** from them.


MAP
Ancient Hill - River
332,510
Move Point
Quest
PARTY
EQUIPMENT
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ITEMS
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Select Item
Select
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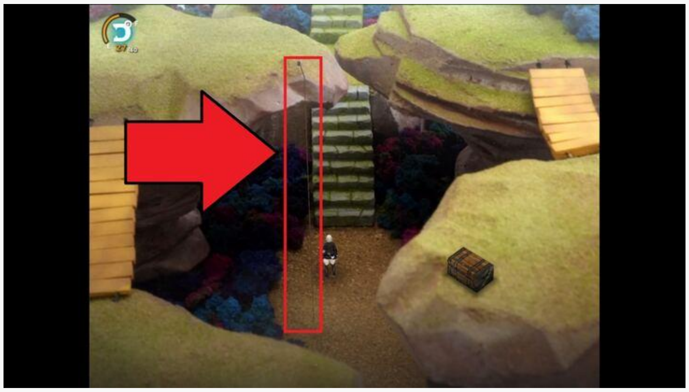
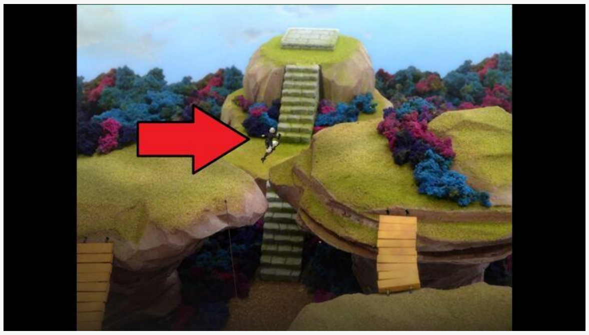
Map

Go deep into the Hidden Valley.

Proceed north into the next area now. At first it seems there's not much going on here. Head north following the path and as you go the camera will move up and pan down, showing you a chest. Don't focus on the chest and instead look for a rope dangling from the top.



We want to go up this rope. Do so and follow this upper path south to find a chest at the very end with **Order Motes x2**. Return back north to the rope and before you go down notice that you can jump over to the right rocky part.



Follow this path to find two more chests, one with **Snow Quartz** and the one at the end has **Valiant Belt**. Return back down the rope and go up the stairs now. At the top a little scene will play and we'll end up getting the **Ancient Staff**, a weapon for Kina. Is this really an ancient relic? Who knows but this brings the quest to an end!

The Forbidden Chest

A treasured sword of Bernard's lies inside a dangerous sealed chest.

- **Location**: Maxi Toy Box
- **Conditions**: Open the sealed chest in the back of the Maxi Toy Box
- **Rewards**: Tyrfing (Leo Weapon)

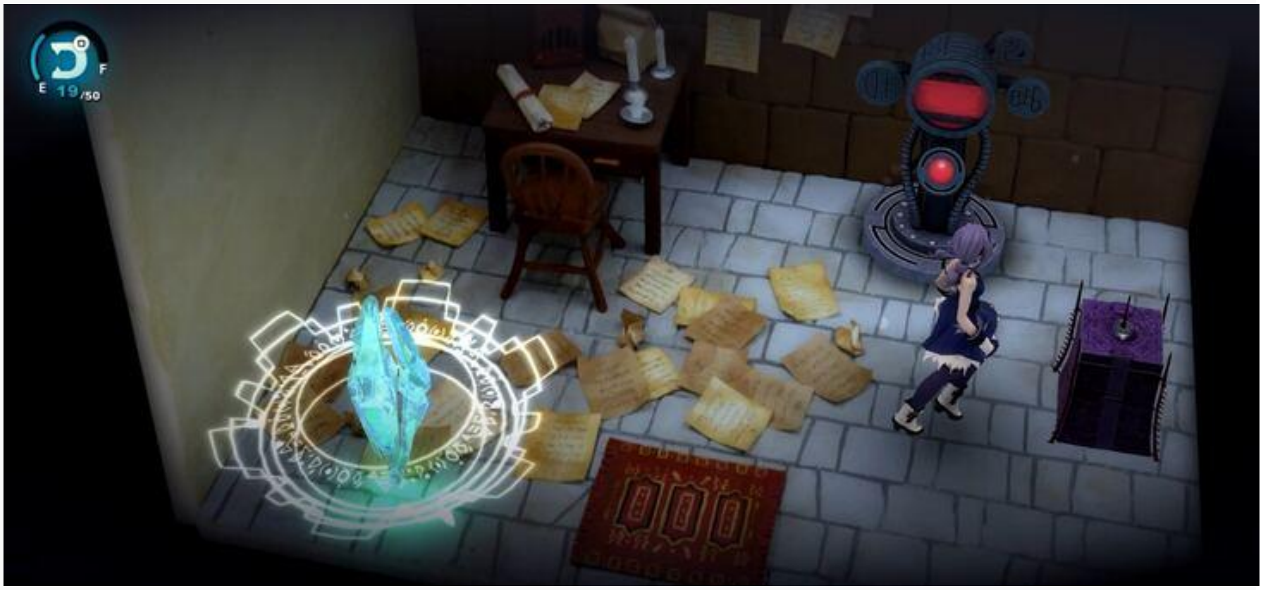
This quest... it not really a quest, but mostly just a boss fight.

Remember that chest in Maxi Toy Box (the one underneath Leo's house in Vibra) where a very powerful monster appeared back in the first part of the game? Yeah, we need to take care of that monster now!

Don't worry, you should be able to do it without too much of a hassle.

So with that out of the way, warp to **Maxi Toy Box** and proceed to the room in the back. There's a save point here so go ahead and heal up, save your game, and prepare yourself. There are several preparations I recommend you for this fight so make sure to read it all.

When ready, simply approach the chest and open it to start the boss fight!



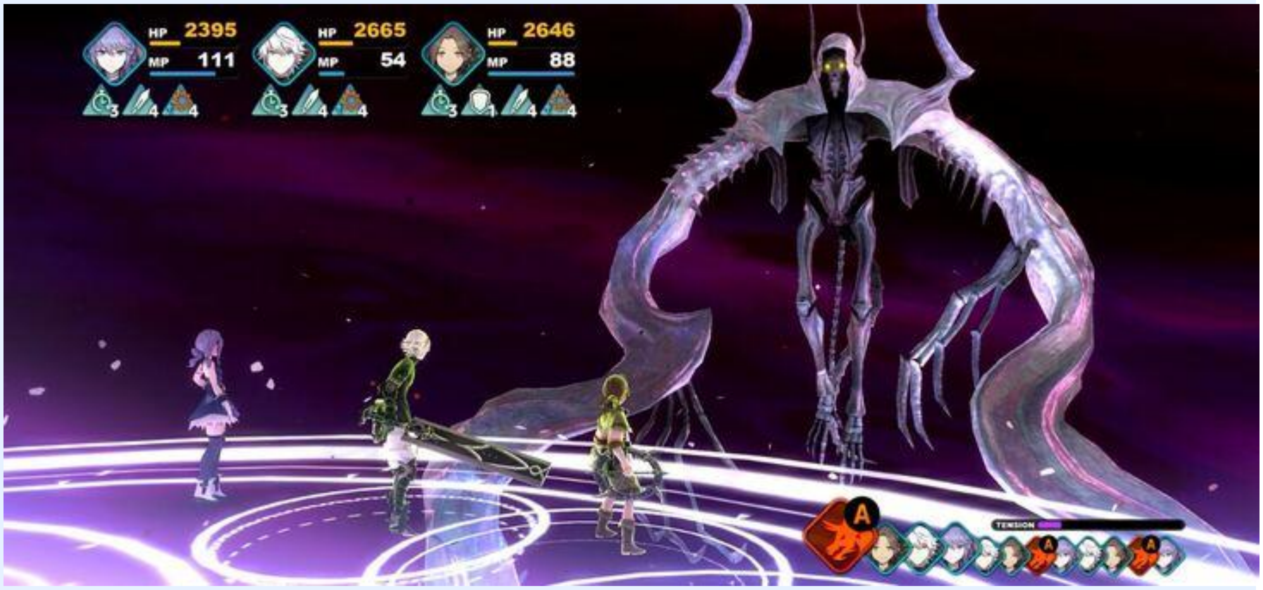
ETERNAL HOLY

NAME	HP	🗡	🛡
Eternal Holy	200000	1160	325
Eternal Darkness	100000	795	260

Eternal Holy... we've had a taste of this guy every since our first visit to Maxi Toy Box and of course we were too underleveled to even think of beating him. But with Part 2 of the game released, and many more adventures, I feel like we're stronger than ever and we'll take this guy down.

Ok, you might be wondering why there are 2 enemies listed above. Well, the reason is that if you don't kill him in a certain amount of turns, Eternal Holy (who is the main boss here) will call in his counterpart Eternal Darkness so you'll be fighting both of them together... kind of.

Well, if you remember our previous boss that looked identical to this guy, it was actually Eternal Darkness and the gimmick from that boss fight is the same here: the boss is usually far away from you and any attacks during this phase will be severely underpowered (both yours and his). You want to take this time to buff yourself up, debuff HIM, and when he gets close to you hit him with everything you got.



Now, Eternal Holy starts away from us and after at his **3rd turn** he'll waste it to get close to us. From here we have until right before his **3rd turn** to fly away. Rinse and repeat. When you drop his HP to 50% however, he'll summon Eternal Darkness. During this time one will be in the front dealing the most damage while the other is in the back, attacking you from away with slightly weaker attacks. After 3 turns, they swap positions. Rinse and repeat.

- Their turns:
    - Away
    - Away
    - Waste getting close
    - Finger attack
    - Finger attack
    - Claw of Everlasting Light/Night (move away)
    - Rinse and repeat

As you can see, it's extremely scripted and even when Eternal Darkness is here, they do the same, only inverted so you always have one close and one away.

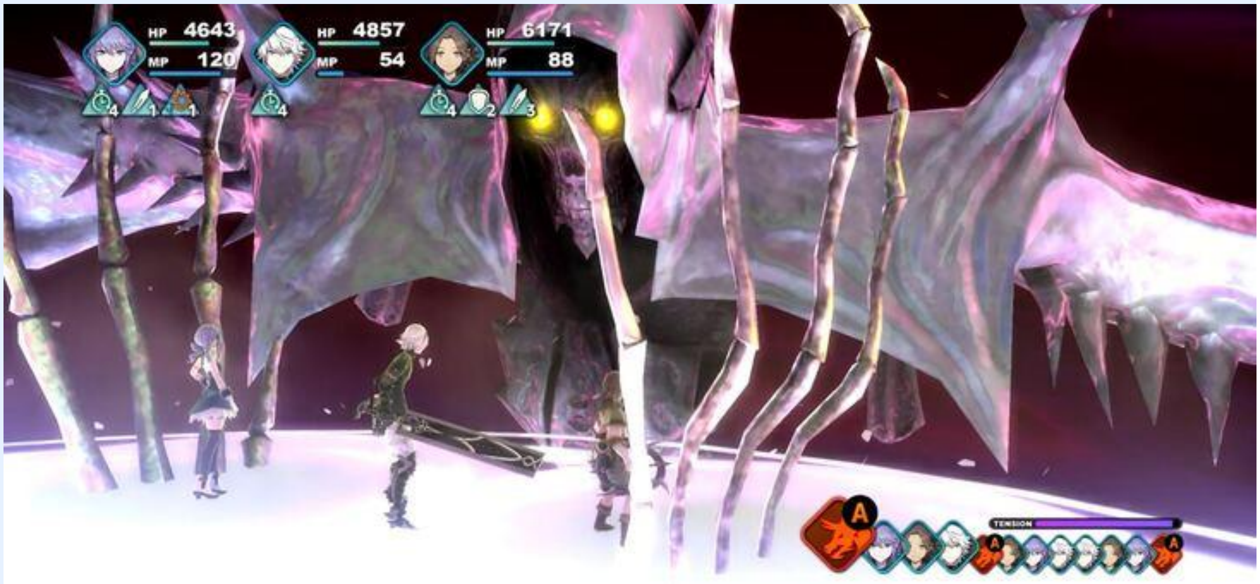
There is actually a way for him to be killed (yes, all 200,000 HP) before even even gets the chance to summon Eternal Darkness, and it was showcased by none other than **Hironobu Sakaguchi**. Of course I couldn't replicate it despite being 3 levels higher than him, but I'll leave the video down below for you to watch it if you want.

Although I couldn't replicate it, we CAN (and should) take some of his notes and use them. And with all that being said, let me start with his attacks... their attacks. They are basically the same, only that one is Holy and the other is Dark.

To begin with (note that all elemental attacks's dmg. will be with an Elemental Jewel L equipped), from afar (all the following are from when they're away) they attack with their respective spell that hits one character for around 2200 Holy/Dark dmg. They also have Energy Drain, which they use mostly when Eternal Darkness is here as well. It hits all characters for around 2500 elemental dmg. and heals them afterwards.

They both have a move called **Providence**. This one is different based on who uses it. When Eternal Holy uses it it gives him ATK and DEF up, while Eternal Darkness's move lowers your ATK and DEF.

For when they're up close, they have their regular "fingers" attack where they stick their fingers up through the ground and hit you with them. This hits all characters for around 2500 elemental dmg. And lastly they have **Claw of Everlasting Light/Night** which hits all party members 3 times for around 1300 elemental dmg. per hit.



And that's basically all of their attacks. These damages are from Eternal Holy and you can expect these numbers to be MUCH lower coming from Eternal Darkness.

And with us knowing this it's very easy to have a way to defeat them. Personally I used Sakaguchi-san's strategy to deal as much damage as I could before Eternal Darkness was summoned and I believe I was able to do 160000 dmg.

Before we get into that, however, let's talk about party and equipment. Since you're going to be fighting a Holy and a Dark enemy you want Jewels to protect you against their attacks. Luckily for us we don't have to worry about a single status ailment. I honestly don't know why I didn't do this, but you can equip the same 3 characters with a Diamond and an Onyx, of course the bigger the better.

What I did do, however, was to equip 3 characters with Diamonds (Leo, Cheryl, Tan) and 3 other with Onyx (Kina, Zinikr, Ez). I had the first team fight Eternal Holy and whenever Eternal Darkness would come to the front I would swap all 3 with those that had the Onyx equipped. I just then equipped their second jewels with stuff like Ruby XLs, Pearls, Opals, etc. Then again, try equipping just 3-4 characters with both a Diamond and Onyx and let me know down below if it worked.

And with that, let's start talking about Sakaguchi-san's strategy, which is basically what I used for the fight until Eternal Darkness arrived. We want to start the fight with Cheryl, Leo, and Ez. Make sure that Cheryl has learned Concentrate and that she can Charge **twice**. You also want to learn Darkness Strike (which you need to complete the The Six Elements trial to get to it). She also need to learn **Slow**.

Leo doesn't need much. Just his Samidare Fire +2 and have him be able to lower ATK and DEF (I don't know if this is by default, but make sure he can). As for Ez, nothing really, but you do want of course Quick All, ATK up and DEF up. We also want to bring Tan to the fight. Make sure to learn **Mystery Potion** and that you have a Crystal Quartz equipped to prevent the status ailments from the potion (you find the item to open the path to the potion in the room before Vibra's Throne Room). Of course you also want **Rudy Strike** so power him as much as you can.

So at the beginning, during the first couple of turns (while the boss is away) have Ez use Quick All, DEF and ATK up on the party, then feel free to swap him out for Tan. Have him ready to go with a Mystery Potion for when Eternal Holy comes close then use Rudy Strike to do as much damage without getting him killed.

For Cheryl, have her Slow down the boss first, and once she does have her Concentrate and then Charge twice. Once she's like this the boss is most likely in front of you. Use Darkness Strike to deal massive damage (I managed to do a little over 50000 in one hit) and continue doing so until her Concentrate runs out.

For Leo, have him use ATK and DEF down, as well as Concentrate. When the boss gets close, again go ham with Samidare Fire +2 to deal around 1900 dmg. per hit. When you get your Tension Skill ready you can use Leo's Skill to deal some damage, but if you unlocked his passives that gives you ATK up and Concentrate, then you can use it to continue the power delivery.

Of course you want to keep yourself healed so feel free to swap out Tan whenever he's getting low for Ez and use Potion L x3 to heal the party. When Eternal Darkness shows up (hopefully Eternal Holy only has around 50000 HP left), bring out the party members with the Onyx equipped and continue attacking. Remember that Eternal Darkness is much weaker so you don't have to worry much about him. After 3 turns, they'll swap positions, so you do so as well.

And that's pretty much it for the fight. It's actually a really simple fight when you really stop and think about it and I had fun going through it.

After the fight you'll get the **Tyrfing**, which is a fantastic weapon for Leo. It allows you to deal massive damage to divine beings... God Killer. Nice!

The Lost Crystal Ball

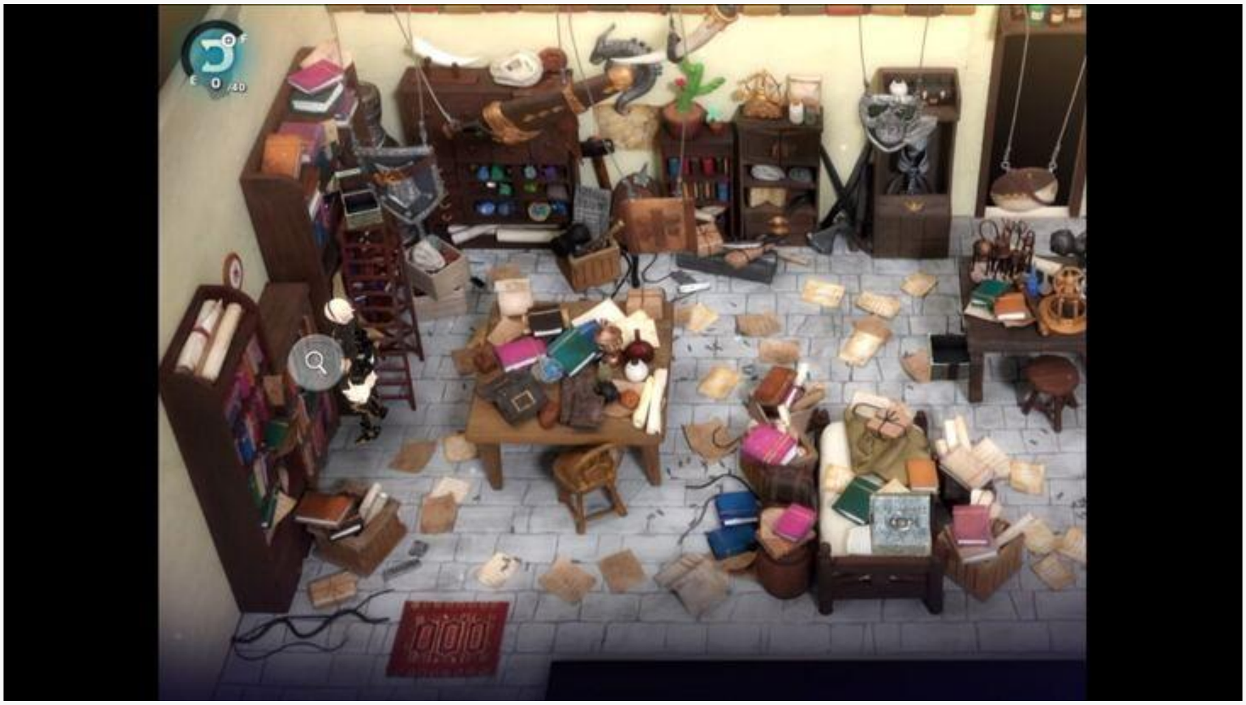
Go check out the crystal ball at the Vence fortune-teller's, which is said to project images.

- **Location**: West Vence
- **Conditions**: Visit the fortune-teller of Vence
- **Rewards**: Crystal Ball, Onyx L, Phantom Quartz

This is an extremely simple quest. Remember the little area down in the canal? Head there (use the gondola to get to the northwestern corner, then spin the wheel to close the game, then go around).

Once inside, yeah this is where we lost Kina and Cheryl what feels like forever. Speak to the old lade inside and Zinikr will recognize his crystal ball. Yeah, it's actually his! We'll get it back, but Zinikr will tell her we'll get her something in its stead. Hmm, what could we get her?

Fast travel to Maxi Toy Box (northeast of Vibra) and as you arrive examine the bookcase on the left.



A very long scene will play in here, very wholesome and kind of sad to be honest. When you regain control examine the sparkle in the corner for **Silver Tarot Cards**. This is what we're giving her the fortune-teller. Before we leave, open the chest in the corner for an **Imperial Vest** and the corner in front of it for an **Alexandrite**.

Warp back to Vence and go to the fortune-teller again. Yes, you need to close the gate again. Give her the cards and watch the scene. It seems her husband knew Leo's mom. Oh wow.

And that's about it for the sidequest!

Researcher, Cont'd

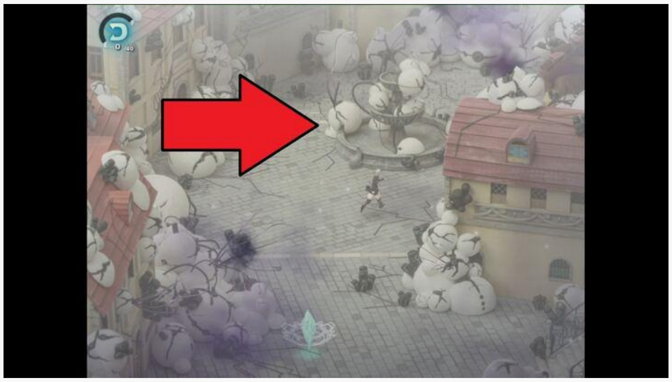
Collect mechteria samples in order to build an anti-mechteria device.

- **Location**: Vence City Hall
- **Conditions**: Collect 3 more mechteria samples
- **Rewards**: Elixir x2, 30000G

Remember this guy? He wanted some Mechteria from East Vence in Part 1. Yeah, he wants more now! But this time from several different places. Those places are:

- East Vence fountain
- En's Southern Forest
- Heart of the infestation itself

The first two are very easy. Start by warping to **East Vence** and approach the fountain in front of you to trigger a little scene where you'll get **Mechteria Casing**.



Go ahead and warp to the Southern Forest south of En, specifically to **Kina's Old House**. From here move to the next area, cross this "Gorge" area and you'll reach the "Mecha Infestation" area. As you walk through the area a little scene will play where you'll get **Mechteria Nucleus**.

Now, for the last part, you **NEED** to complete the main quest [Luxury Cruiser, Uzra](). Click on the link to see how to get to it (if you haven't already).

Completing that main quest will give you the chance to finally head to the northern side of the world (through the mechteria passage on top of the sea to the right of Vence). Go up here and go left at the split while riding the Uzra and you'll enter the [Heart of the Infestation](). A scene will play in here and you'll get the **Mechteria Tentacles**, which is the final sample you needed.

Head back to Vence and speak to the Researcher to get the **Mech-Reduction Device**. And with this the quest has come to an end.

Using the Crystal Ball

Bernard once studied Zinikr's crystal ball. Search his laboratory for his research notes.

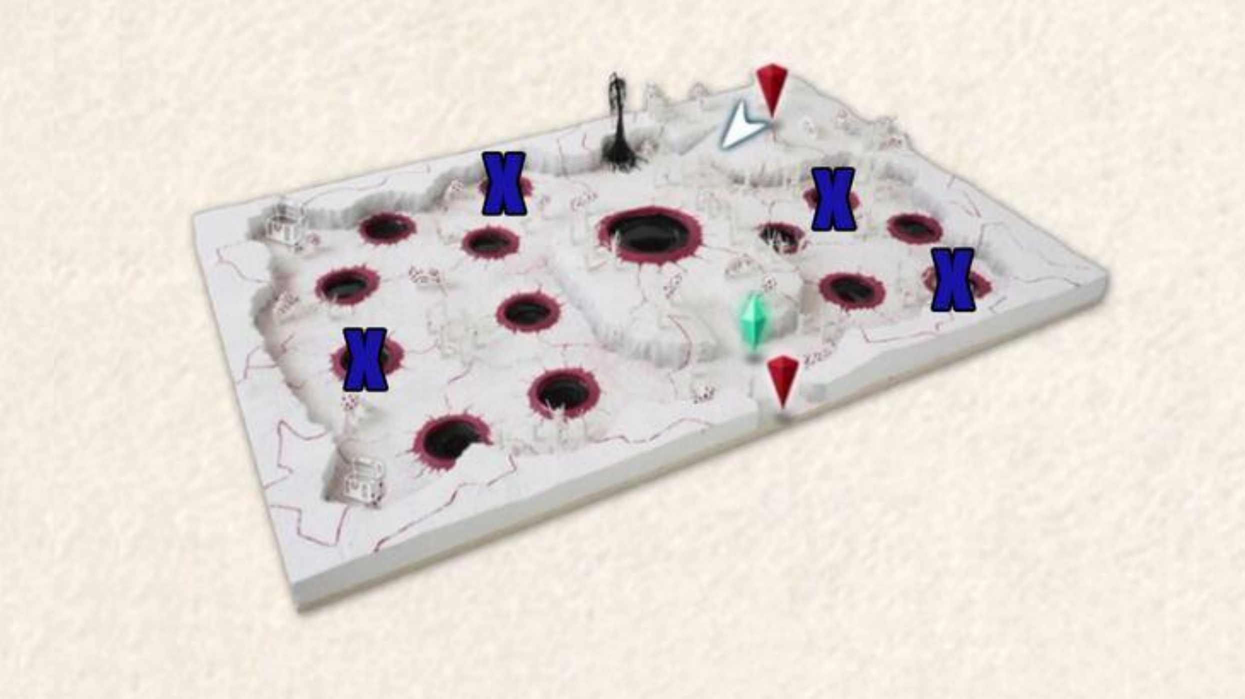
- **Location**: Valrika's Laboratory
- **Conditions**: Look for the research notes in Bernard's laboratory.
- **Rewards**: Growth Crystal

Right after we finished going through Hidden Valley, speak to Zinikr in Valrika's lab to get this quest.

We need to head back to Bernard's laboratory in the Hidden Valley and approach the table in the center to trigger a scene with Zinikr and Valrika. We start talking about the crystal ball and we talk about putting it to use, and for that we need a substance called **Chaos Material**. For this we need to go back to the Chaos Lakes. Oh man.

Go ahead and warp to the Chaos Lakes (Chaos Fields -> Chaos Lakes). Once here we need to get 5 of these Chaos Materials. Sounds easy enough, right? Well, we do have to fight a boss fight, but we've done him before. Anyway, our objective here is to go through the little lakes around the area and see if there's a Chaos Material in them. We usually have to fight a group of really weak, underleveled enemies, which is no biggie. Of course not all of them will have a material.

Below I will leave the ones that had a material for me, but I'm certain that these are/will be completely random, except for the last one aka the boss's one. That being said, go around and collect these Chaos Materials.



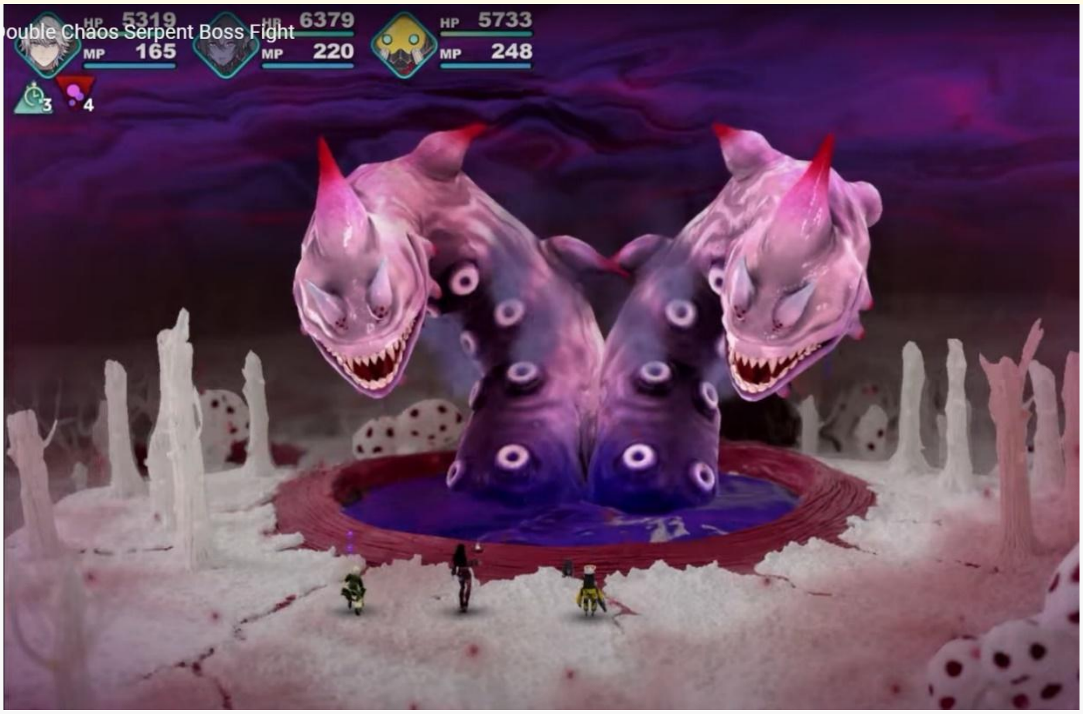
After finding 4 of them Leo will say something about having 4. The last one is obviously inside the large lake in the center where we fought the poison serpent. Remember that guy? Yep, go ahead and save your game, heal up and when ready head to the lake to trigger a scene and the fight.

The fight is exactly the same as before, only that we've got 2 of them to take care of this time (or one with 2 heads?). Whatever the case may be, we are to fight them. I'll leave the link to the original fight down below.

- Chaos Serpent Original Fight

Of course things are a bit different since we now have a full party and you're not forced to use Valrika and Prickle. Yep, they are still indeed my main party members. If you have any Quartz to protect you against Poison, this is where you want to use them. Even one of them is great!

The only way I know of for getting them is by fighting one of those Funi enemies that ask you for items here in Chaos Lakes. Yeah, I don't have a single one but I've read people mentioning this (shoutout to the people in the comments!).
They recommend you turn on your Dimengeon Machine, save your game, and start walking around. You'll start piling up enemies in the machine and if you enter a fight then it's a Funi. If your machine gets full and you have no fights, reload your save file and continue doing so.



Fighting this boss without them (it's a huge time investment) is still very doable, although the thought of being poisoned throughout the entire fight is not something to be happy about. Anyway, the strategy is still the same as before, use your strongest attacks and focus on one at a time. If you have the possibility of hitting them both, then yeah do that! They only have 50,000 HP, which isn't much. If it's too tough, bringing a single DPS (Valrika would be my choice) and 2 healers that could heal the entire party (Prickle, Kina, Ez) is also doable. Stick to healing while you slowly take them out.

Once you've picked up the last Chaos Material you'll automatically return to Valrika's Laboratory. Watch the scenes here (man I love this!) and the quest will come to an end. We do get the reward mentioned above, which is a nice weapon for Valrika.

Satisfying Sebastian

Sebastian still can't forgive Leo for his behavior. Regent Garland suggests they duel at the coliseum.

- **Location**: Vibra's Throne Room
- **Conditions**: Get ready for the duel
- **Rewards**: Ultimate Fists

We get this quest right after completing Cheryl's story quest Defending Vibra. Simply speak to him to get it.

This is a short and simple quest. Before you even start, head wherever and heal up, save your game, and prepare yourself. It's only a boss fight, but we might as well prepare ourselves. Go ahead and read the strategy down below before you start.

Once ready, head to Vibra's Coliseum and go through the gate. This will trigger a scene with Sebastian as we prepare ourselves for a fight against him.

SEBASTIAN

NAME	HP	🗡	🛡
Sebastian	90000	258	305

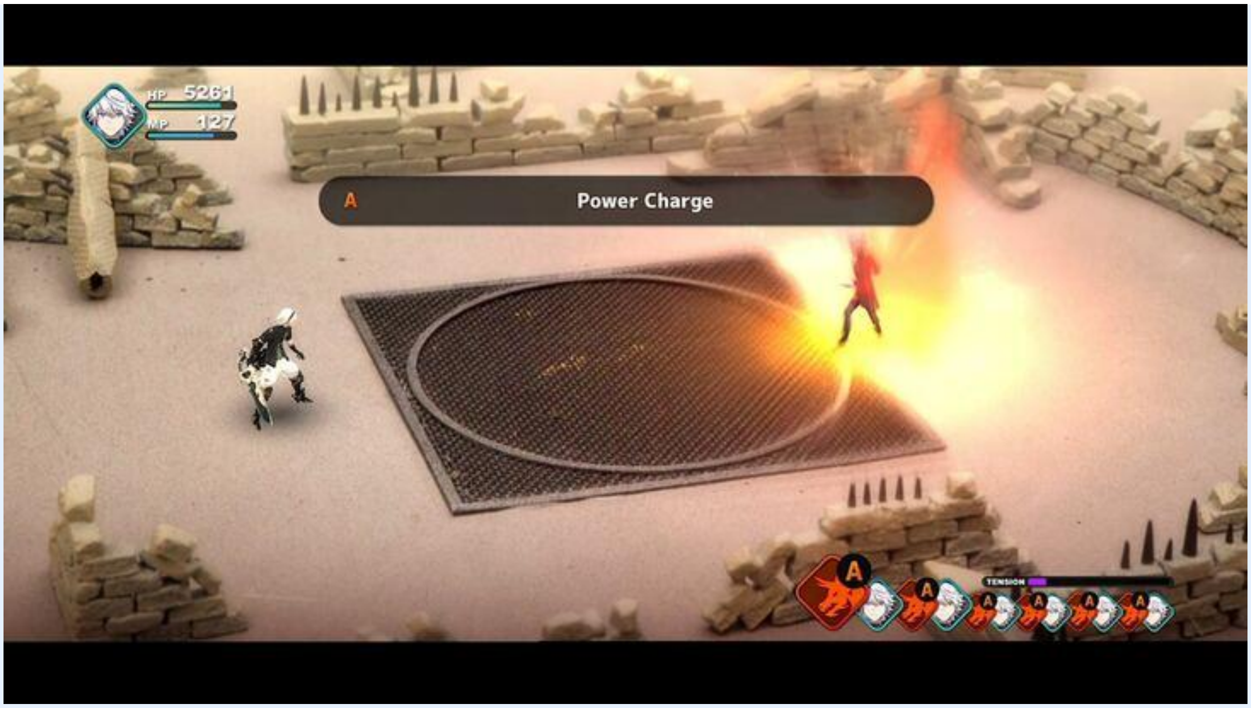
Alrighty, I didn't think we would end up fighting Sebastian. I knew he didn't like us every since we met him near the start of the game, but man he must really dislike us, huh?

Worry not, this is an extremely easy fight. Although I'm 2 levels ahead (I'm 46), this was easier than it needed to be. The fight consists of 2 phases: the first one is a 1v1 against him, and the second we'll have a full party (and he will as well). This makes it more fun.

As per usual, let me go over his attacks first: he uses a regular attack that hits for a little less than 1000 dmg. He also uses **Phantom** quite a bit, which is a move that drastically increases Sebastian's evasion. It's not as bad as Sand Attack in Pokemon haha, but it's still annoying. Using Samidare +2 would probably make you miss half of your hits. You might want to take this time to use things such as Analyze and Concentrate.

Another very annoying move he has is **Hidden Gimmick**. This hits for very little damage (usually under 300) but can also inflict a status ailment. During this first phase it'll inflict Seal on Leo. Bring a Jewel to protect you against it if you want. It shouldn't be too bad if you don't since Sebastian usually hits for little damage.

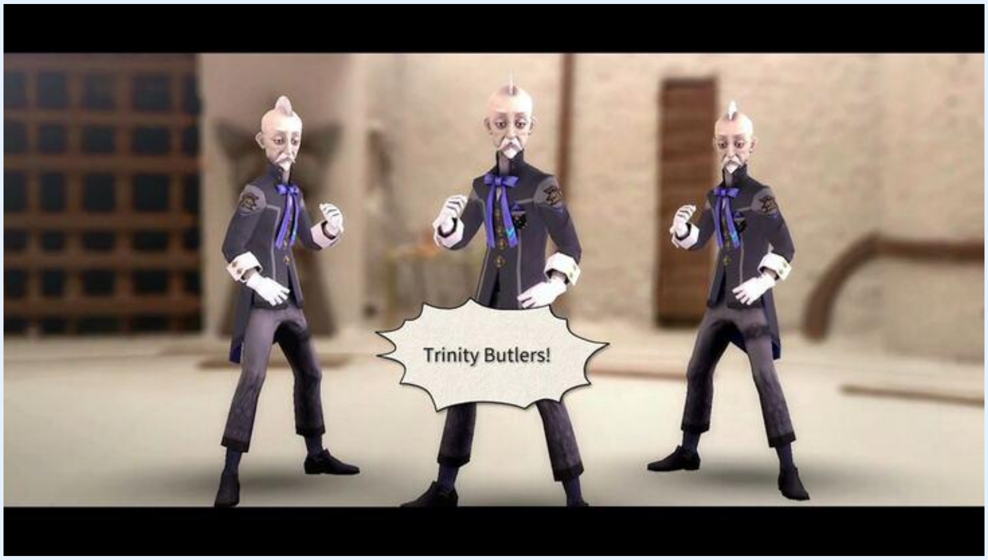
When he's going to really hit you he'll use **Power Charge**. He almost goes super saiyan here and charges up his power. In his next turn he'll hit you with **Vital Strike**, a move that hits for almost 4000 dmg. This one hurts quite a bit so make sure you're healed up for this. You can even use an item to increase your DEF if you want, and if you have it, use Phantom as well to increase the odds of him missing.



The one thing you want to look at closely is his weaknesses and resistances. He doesn't have any except for one weakness, Mist. There's a 50% chance you can inflict Mist on him. Sadly Leo cannot do that, but we'll be able to once we're in the second phase.

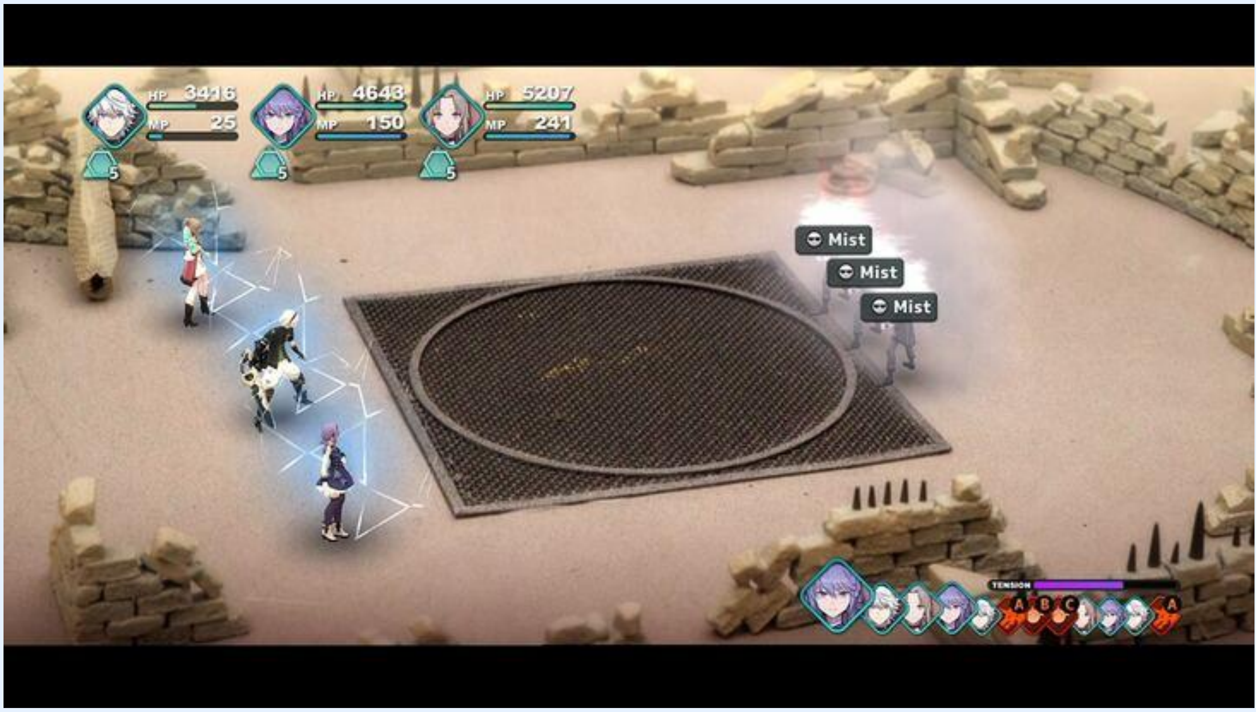
For the second phase of the fight, you'll have both Kina and Cheryl join the fight. The reason for this is because Sebastian uses **Shadow Clone**, and move in which he brings out 2 shadow clones of himself. You'll immediately have to fight them as they appear. Simply fully heal if you need to before they attack. Note that they hit for 2/3s of what the original Sebastian hits (OG Sebastian hits for 1200, clones hit for 800).

Right after they appear and hit you once each, a little scene will play where Cheryl pops out of nowhere. Yes, these are not shadow clones! They are actually Sebastian's brothers... they're triplets! The nerve of this guy... these guys!



This is where phase two actually starts! The Sebastians will have the same attacks, but they have this new move called **Changing Formation**. They have 2 different formations they do so let's go over them really quick.

Charging Formation puts them all in a line and they charge up with **Power Charge**. Basically they're going to perform their powerful attack, the same one as before, but each one will hit you. Make sure to fully heal up before their attacks and have Kina cast Barrier All to protect you a bit from the attack. Using Cheryl's Enchanting Mist allows you to inflict Mist of the Sebastians. Well, there's a 50/50 chance of it hitting, but if it does then this is great!



The only threat this attack has if he decides to attack the same party member with all 3 Sebastians. To me, the 2 times I fought him he had each Sebastian attack a party member, always the original attacking Leo and the other 2 attacking Kina and Cheryl.

Their other formation is **Defensive Formation**. This groups them up and the original will cast **Desperation** while the other 2 guard in front of him. This prevents him from being targeted, but you can still use attacks that hit in an AOE and hurt him this way, like Cheryl's Knight Impact EX or a Tension Skill. Still, I recommend you take these turns to inflict Mist again on them.

The Hidden Gimmick attack remains the same, hits you for very little dmg. but it inflicts a status ailment. To me it was always poison and sometimes ATK or DEF down.

The fight itself is quite simple. When you're alone simply attack him with Samidare Fire +2, use Concentrate and Phantom when he's under Phantom himself and heal up whenever necessary. This part is extremely simple. If you want you can equip a quartz to prevent seal, but you'll just see this once so you'd be better off with a Ruby XL, or something similar.

As for the second fight, it's nearly the same. Sebastian himself is quite weak and the other two are even weaker. Their Hidden Gimmick does inflict Poison so that's something to keep in mind. If you have quartz to prevent Poison, I recommend you equip them. On the other hand, having Barrier on will completely prevent this from happening in the first place.

You'll want to focus on one Sebastian at a time. I recommend you take out the original one first since his HP is higher. The other two have 70000 HP but they're still weaker DEF wise. The original Sebastian is the only one to use Phantom as well so once he uses that focus on another Sebastian until the effect wears off.

A very good thing is that once you defeat one of the Sebastians the fight becomes much easier. For some reason their DEF drops considerably and you'll be doing almost twice the damage you were doing.

Watch the little scene after the fight and Sebastian will give us a little "part of him". Don't worry, it's a pair of gauntlets called **Ultimate Fists**. These are perfect for Zinikr!

After this Sebastian will acknowledge you as someone who can stand besides the Queen and the quest will come to an end. As much as I disliked Sebastian, he's a pretty cool guy!

Extreme Dimengeon

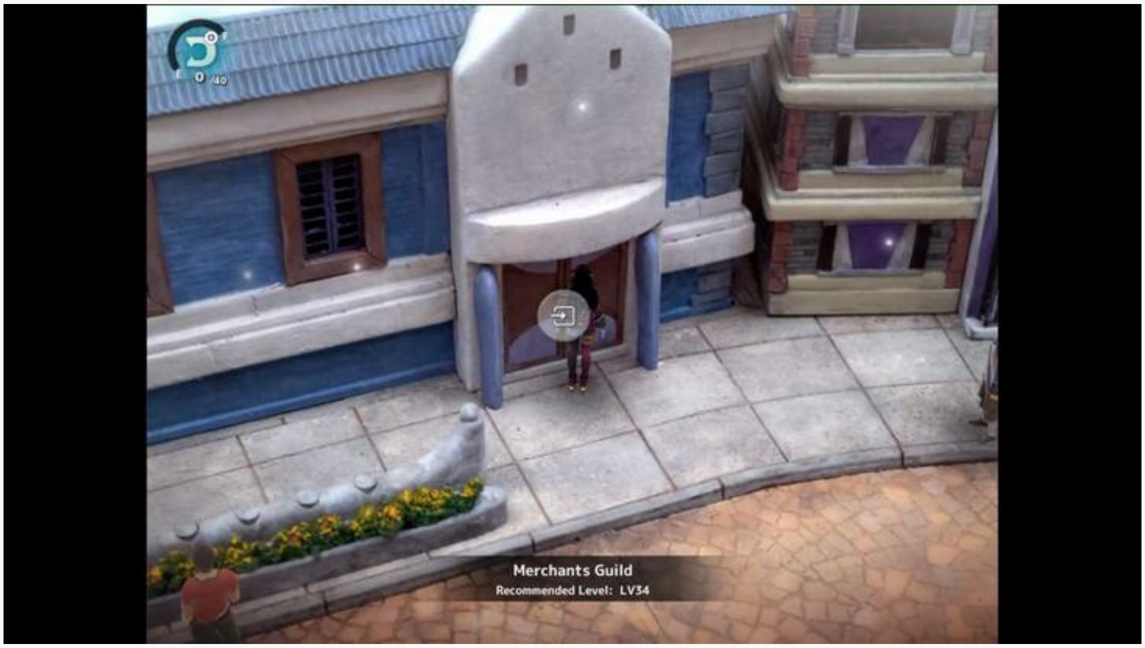
The Dimengeon Machine can be further upgraded. Collect the designated parts.

- **Location**: Vibra Outskirts - Ez's House
- **Conditions**: Collect the requested parts
- **Rewards**: Dimengeon Machine upgrade

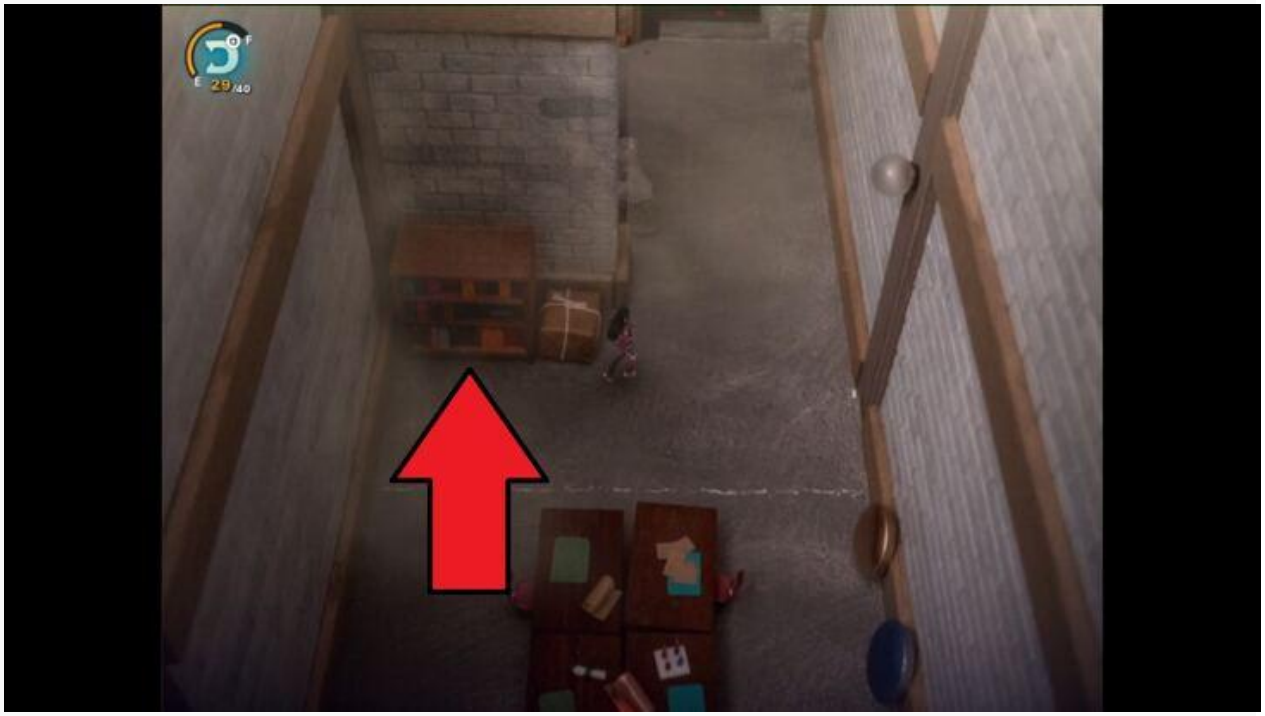
We get this quest right after completing the main quest Helping Ez and Family. We need to get some components to help out make this thing a reality.

The items we need to find a **blueprint** that's located at the Guild Factory (where we found Ez inside the meteor). That's not the only thing, but we also need to get a **high-output power supply**. This can be found in the Machine World according to Prickle. Nice. Let us go get that blueprint first!

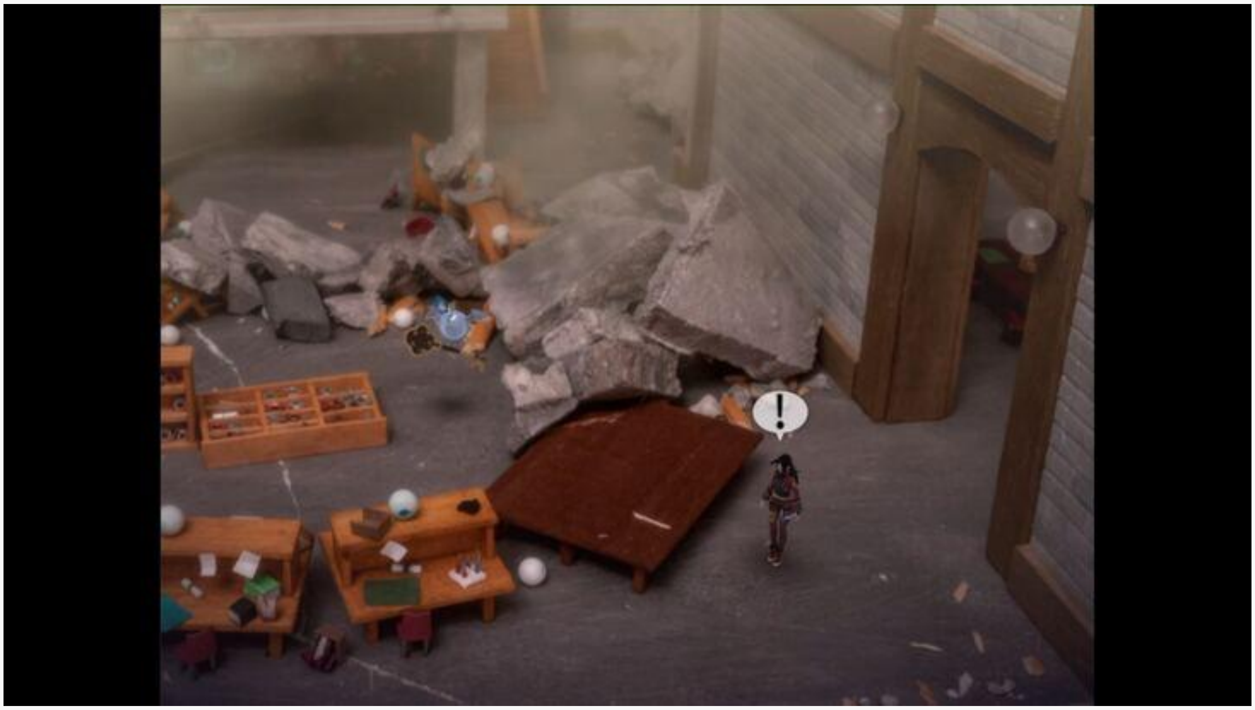
Warp over to Vibra - Town Center and enter the Merchant's Guild.



Note that this place is still lv.34 so you'll have an easy time in here. Anyway, as you go inside open up your map and you'll find the quest marker on the right side of this first floor. The place is still a mess so you'll have to make your way around the area. Once you reach this other side of the floor make sure to examine the bookcase near the tables.

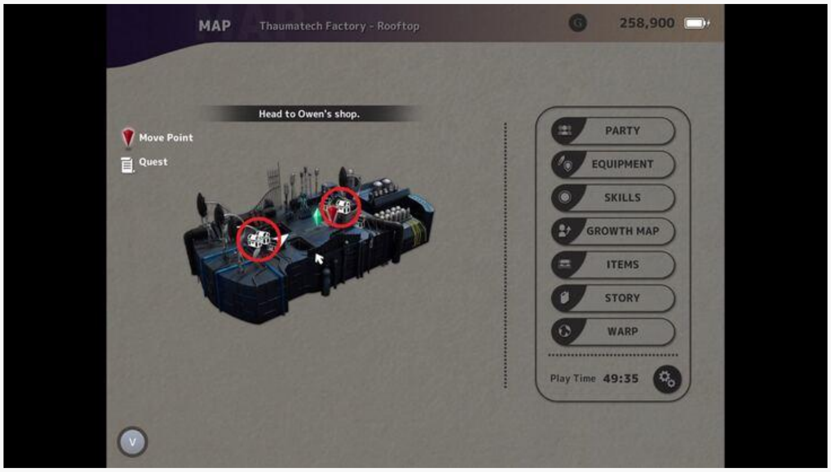


As you do you'll find a box that's locked. Time to find the key! Open up your map again and you'll see another quest marker to the left near the save point. Move closer and you'll find the key being carried by a Key Orbling. These pesky little guys!

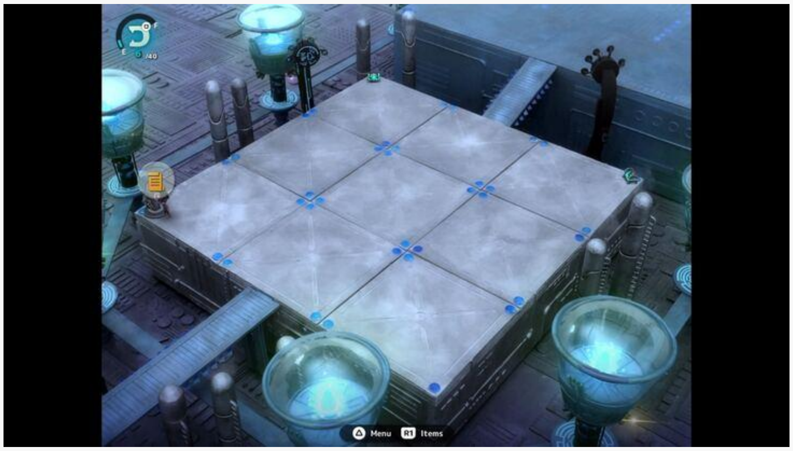


You need to chase this thing around. Yep, not kidding. Go ahead and chase it across the room until it hits a dead end. You'll end up fighting it and getting the key. It has probably 6000 HP so super weak. Open the box once you got the key and you'll get the **Microchip Blueprint**.

Now, on to the high-output power supply. This is located in the Machine Realm. For this warp to **Thaumatech Factory - Entrance Floor**. If you have Machine Keys, I recommend you warp to the Rooftop instead. There are 3 chests up here you can open if you have them, which have: **Solid Knuckles**, **Quark Edge 2.0**, and **Rune Blade**.



And with that, warp now to the Entrance Floor and open your map. You'll see a pair of chests here you can open if you have a Machine Key (top one has **Lantern of Corruption**), but you'll also see the quest marker in the other corner. Before you examine it head to the next room where you'll find a save point. Save your game, prepare and when ready proceed to examine console.



This triggers a fight against an **Atomecha**... another one. This one is black and yellow and has a whopping 90,000 HP. The Missile Pod and Laser Gun have 15,000 HP so taking them out is your top priority. The fight itself is exactly the same as the previous fights against these, only that obviously a bit stronger than before. The one thing I noticed it does different is that it uses its powerful attack very often.

After the fight, we'll get the **Terawatt Battery**, the quest item. Warp back to the Outskirts and give the items to Ez's brother. Watch the little scene that plays and your Dimengeon Machine will be upgraded and will now be able to hold up to 50 enemies at the same time. And that's it for this sidequest!

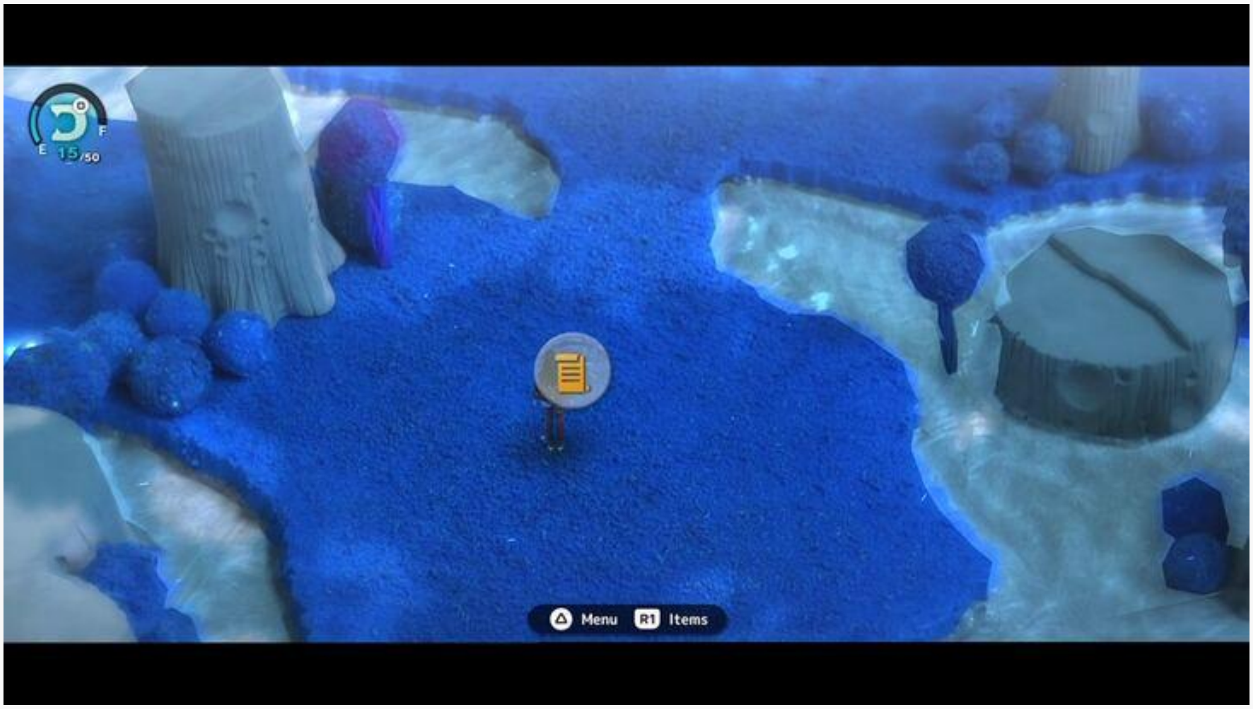
Merging Powers

Craft an item to commemorate the new joint venture between Ez's workshop and the Merchants Guild.

- **Location**: Vibra - Outskirts (Ez's father room)
- **Conditions**: Find materials for the guild
- **Rewards**: Carnwennan (Ez weapon)

Oh my god this quest... it's hard! Well, the boss we fight is hard.

To begin, we need to find some materials so we can get Ez's weapon. Start by warping to the Chaos Caverns in the Chaos Realm and open up your map to find your quest marker in the center of the area. Move on over there and you'll find your quest marker in the center.



Examine this to get **Smushy-yet-hard rock**... my brain cannot comprehend this texture. Anyway, return to the Outskirts and give the item to the Guild Leader. He tells you that you know need the fang of a **Giant Sandsea serpent**. Oh no. This is the one that's a pain!

Around here, head up to the save point, save your game, heal up, REALLY prepare your party by reading the strategy down below and once ready, continue reading.

To get this Sandsea Serpent to appear, warp to the Uzra and pilot it. Our objective here is to simply move around the desert north of En and you'll eventually trigger the fight. It can take a minute, it can take 2 minutes, or even 30 seconds. Just keep your Dimengeon Device on and once you enter a battle you'll know its the boss.

TITANIC SERPENT

NAME	HP	🗡	🛡
Titanic Serpent	100000	840	325
King Sandphin	4000	219	308

Ok, welcome to probably the boss that gave me the most trouble! Despite me being at level 53 (and the recommended lv is 47), I still had a hard time against this boss.

This boss is all about attacking hard and fast, and most of his attacks are lightning based so having your Amethysts equipped is a must in this fight. Let's go over his attacks really quick.

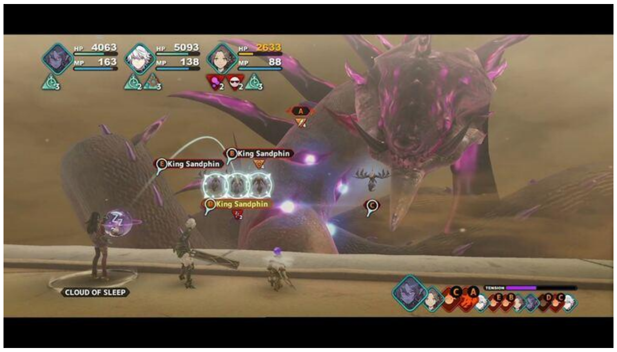
This guy acts pretty much the same as the original Sandsea Serpent we fought the first time we boarded the Uzra near the beginning of the game, and hence his attacks are mostly the same. He IS 10 times stronger than before however. Also note that the damages mentioned below are with an Amethyst L and XL equipped.

- **Bite**: it bites one character for around 4400 dmg. It will also inflict Mist and Poison.
- **Thunder Ball**: shoots out a lightning ball that hits all party members for around 1800-2400 dmg.
- **Energy Charge x/3**: it charges up a powerful attack. It takes him 3 turns to fully charge it, or basically every time he attacks.
- **Thunder Breath**: this is the Serpent's most powerful attack. After 3 of his turns, he'll release a devastating lightning attack that hits all the party for 2300-3100 dmg.
- **Hyper Bite**: this is another very powerful attack that deals around 4700 dmg. to all party members.

It is extremely important that you equip Amethyst jewels, and the higher the better. At this point I had 2 XL and several L Amethysts so I equipped those. Any jewels that increase DEF are also welcome, but I suggest you equip on Ez a jewel that increases his SPD, the higher the better. He'll be your main support in the fight so you'll want as many turns as you can possibly get.

You want your party to consist of Valrika/Cheryl, a damage dealer (either Leo or Tan), as well as Ez. The reason you want Valrika/Cheryl is because you want to make use of their "Slow" and "Cloud of Sleep" skills so make sure to learn them from. I would recommend Valrika more since she can also heal in case you need it.

So throughout the fight, King Sandphin will be appearing to help out the Titanic Serpent. The only thing they do is heal the boss, but they heal him for a little over 2200 HP. That's not a lot, but there can be a maximum of 4 of these guys, healing almost 9000 per round. What you want to do here, instead of killing them off, is have Valrika/Cheryl cast Cloud of Sleep to put them to sleep. We have a single King Sandphin on the right side and 3 on the left side. You can leave the lone guy on the right alone, but make sure to put to sleep the 3 on the left.



Make sure to keep them asleep and don't even bother attacking with Valrika/Cheryl. Her one and only focus should be to keep the Sandphins sleeping and 2 other important things: keep ATK down on the boss as well as slow. Try to cast slow on the boss whenever you have a chance. It's a gigantic help slowing the boss down.

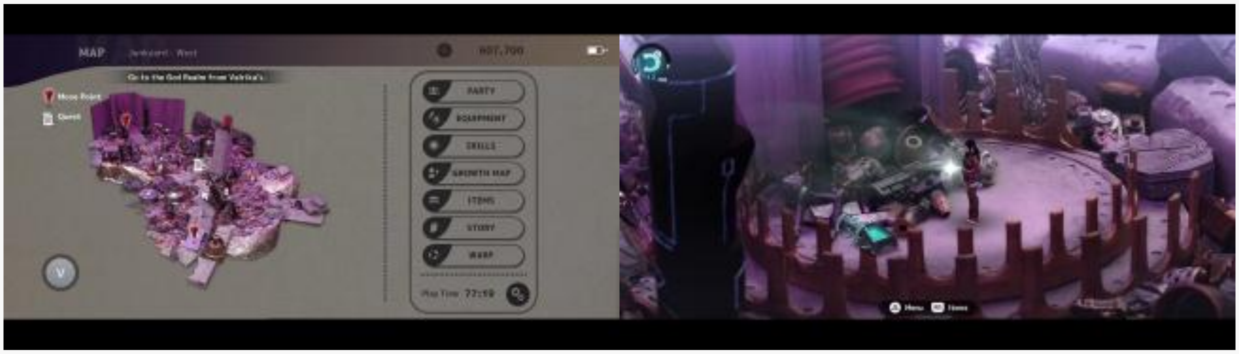
Ez on the other hand, should prioritize Quick All (especially if you have slow on the boss), as well as DEF up and heals. ATK is fantastic as well, but only use it if you have the spare turn. If not, do any of the previously mentioned skills. For the fight I went with Leo as my damage dealer (although Tan with his Mystery Potion and proper jewels equipped is also nuts) and with his you want to use your Samidare Fire +2 and Concentrate combo to deal massive damage. If you need to help out Valrika casting ATK down, please do so.

ATK down and slow are probably the 2 most important things you can cast on the boss to keep you alive. This is an incredibly tough fight and you'll be taking tons of damage from practically every attack. If you feel the need to, swap out Valrika for a turn for Kina if you need to use your Tension Skill. To greatly help you, unlocking Kina's passive that overheals your party with her Tension Skill is magnificent.

After this incredibly tough fight, we'll get the **Sandsea Serpent Fang** as a drop. Nice! Warp back to the Outskirts and talk to the Guild Leader. You'll give him the item and he'll be surprised that you even got it. I think he was hoping the serpent would kill us haha.

Anyway, he'll now send us to look for an item to do **some hefty mathematical lifting**. Whatever that could be. Prickle does give us a hand by saying that this is something could find in the Machine Realm.

To get this simply warp to the "Junkyard" and make your way to the next screen. Once in the next screen open your map and you'll see the quest marker on the northern side. Head on over to find a sparkle. Examine it to get **Olympus Calculator**.



And with that simply return to Ez's house and give the item to the Guild Leader. This will complete the quest and give Ez a powerful weapon, **Carnwennan**. This weapon is fantastic because you can upgrade it and it protects Ez from all status ailments. Fantastic!

And that's it for the quest! Congrats on finishing one of the toughest quest in the game (in my opinion that is).

Metal Ribbidon

It seems like tan is interested in ribbidons.

- **Location**: Valrika's Laboratory
- **Conditions**: Take Tan to meet the ribbidon staying in Owen's shop
- **Rewards**: Majestic Lantern (Tan weapon)

We can start this quest once we've gotten Tan as a party member during the Falcion Bypath part. We also need to complete the main quest about Kina's Story to get this, which you can by talking to him in Valrika's Lab.

He'll ask to meet with the Ribbidon you left with Owen. We can do that! Go ahead and warp to Owen's Shop in En and a little scene will play. Tan will be talking to the Ribbidon and the little guy will tell us about a Ribbidon made out of metal. A living being made out of metal, wow! Supposedly he's on an island full of mist and he only appears at night. Sounds like the Nameless Island to me!

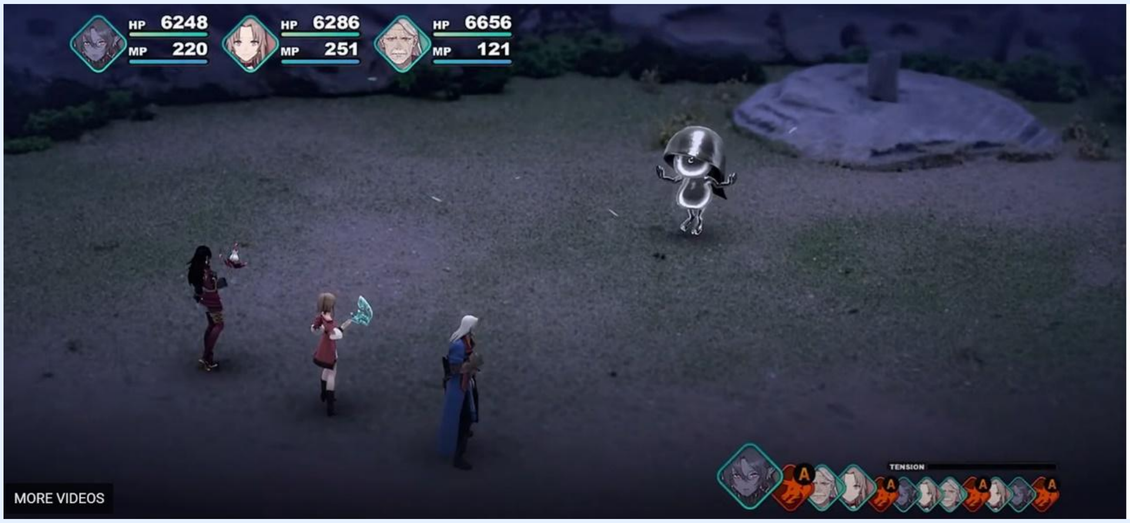
Go ahead and warp to **Nameless Island - Grave** and a scene will play. It seems we need for it to be nighttime. Save your game, heal up, and read the strategy down before before you continue.

When ready, run through the area until you reach Carmina's grave and a scene with the Metal Ribbidon takes place, ending in a boss fight against it.

METAL RIBBIDON

NAME	HP	🗡	🛡
Metal Ribbidon	200000	438	321

The Metal Ribbidon... after the fight against Ribbidon Rex in Kina's Story, I was expecting the worst. I got to thank Dragon Quest and their metal-variant monsters. Nasty little critters that look harmless but are a pain to kill (leave a comment down below if you know what I'm talking about haha).



Anyway, there's nothing to worry about! The last couple of bosses I've written (Shadow of Yim, Ribbidon Rex, etc) have been extremely hard (at least for me) so it's nice to have a chill fight. This fight can still kick your butt though so don't let your guard down.

First of all, this guy starts just like the Dragon Quest metal monsters. You deal just 1 dmg. to him with each hit, no matter what you do. Don't worry, this will pass. What you want to do here is to continue attacking it over and over. The more you attack it the redder it becomes (it even mentions that). The good thing is that during this part he'll rarely attack you. He'll mostly just stare at you.

Use attacks like Valrika's Arrow Rain, Leo's Samidare, and Prickle's Frenzy to hit it several times and speed this up. The Ribbidon will tell you that his body is starting to heat up. That's a good sign! Once the game tells you that he's as red as he'll get

His regular attack hits you for around 2700 dmg., which isn't really all that much. It CAN be deadly if he happens to have 2 turns back to back and hits the same character.

And this... is pretty much all he does. I'm not kidding. Once you drop him to 50% health he'll step up his game a bit by using **Super Buff**, a move that gives him ATK, DEF, and SPD up. Don't even bother trying to lower these because he'll just cast it again. He'll practically have it on the rest of the fight.

The fight continues the same. It'll be a bit tougher since he's faster and will hit harder, but keep yourself healed.

For this fight I highly suggest Zinikr, Kina/Prickle for heals, and Valrika/Leo for damage. Whoever is your biggest damage dealer have them here. For me it was both Leo and Kina in the party. Zinikr is great to have so he can Taunt the Ribbidon and have all the attacks target him. Make sure to unlock the skills where he guards when he Taunts and counterattacks when he gets hit. I was doing around 1500 dmg. per counter. Doesn't sound like much, but if I get hit 40 times, that 60000 dmg. A third of his health! Have Kina heal every round, or even cast Barrier for Zinikr if you want/need, or throw a Holy/Earth to help with the damage. Your damage dealer should stick with that, doing as much damage as they possibly can.

This fight feels hard due to the amount of HP he has, but continue using Ether L's as you need them and the fight will eventually end.

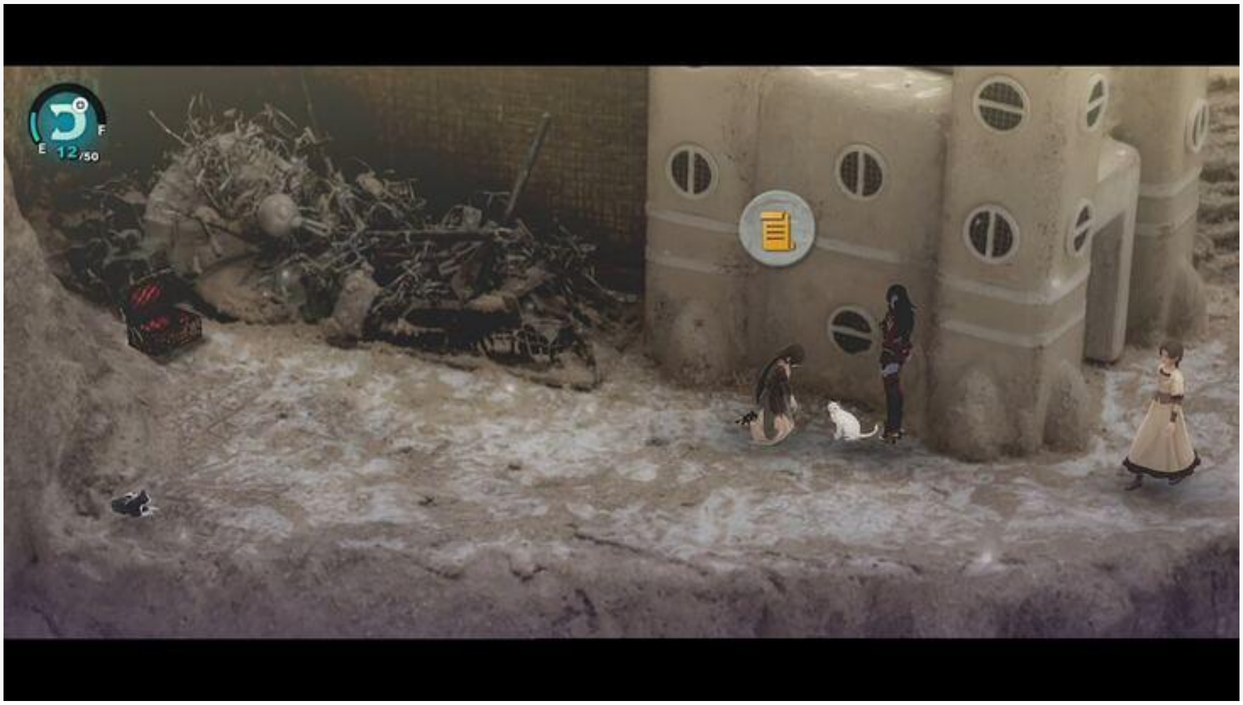
After the fight we'll have a pretty nice scene (I liked this one a lot actually). He'll also give us the **Majestic Lantern** for beating him. The quest will end after the scenes. Nice!

Calling All Cat Fish!

There are poor stray cats all over the world! Find them and bring them to the Uzra.

- **Location**: Uzra's Bow Walkway
- **Conditions**: Look for stray cats in En, Vence, and the Royal Capital.
- **Rewards**: Cat's Eye

This one is extremely simple. We need to find stray cats. None of them are hiding and all of them appear on the map with a little quest marker. Below are the locations of all the cats. Also note that every single cat will have a person kneeling next to them and a yellow quest marker will appear above their head.



- En's Square, on the west side.
- En's Old District, in the northwestern corner.
- Vence's City Hall, on the western side past the Inn.
- West Vence, in the northwestern corner.
- In Vibra's Outskirts, near the exit to the city.
- In Vibra's Town Center, outside Leo's house.

Once you've found all 6 cats you'll be automatically warped back to the Uzra where you'll tease Tan a bit and the quest will end. You'll also get your reward.

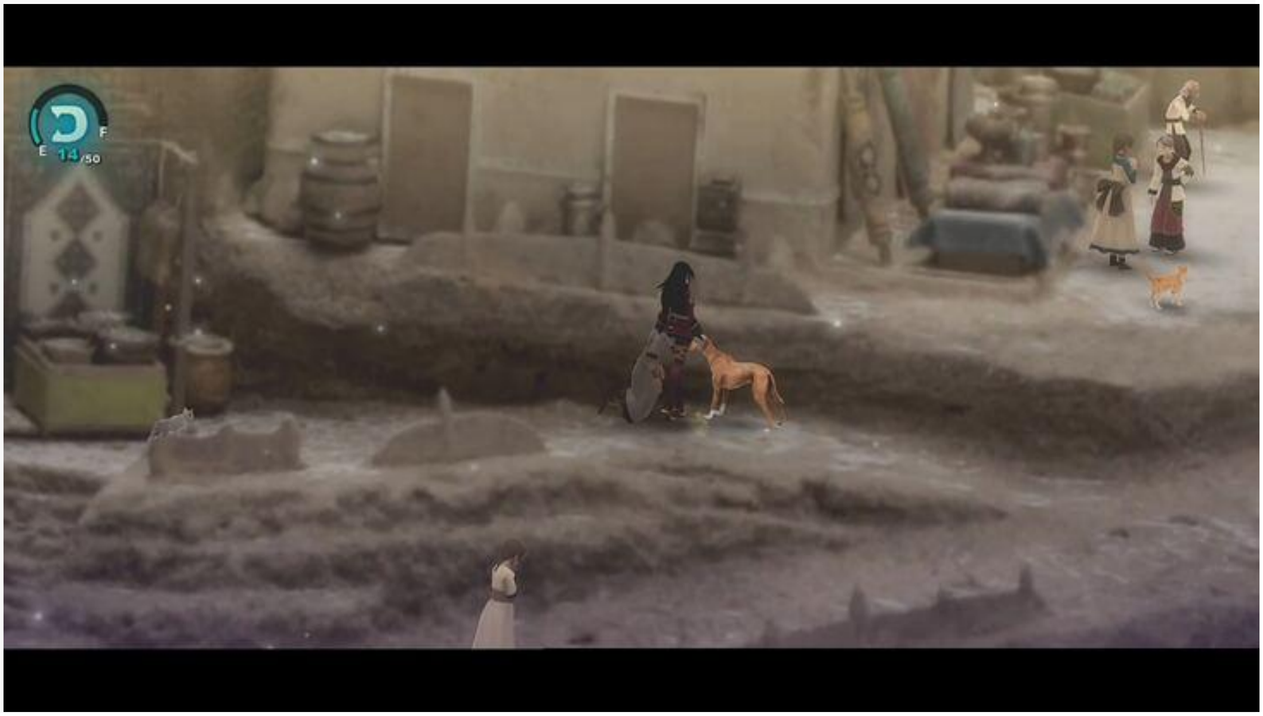
Don't leave because you can start another sidequest right away here, Calling All Sea Dogs!.

Calling All Sea Dogs! Walkthrough

There are poor stray dogs all over the world! Find them and bring them to the Uzra.

- **Location**: Uzra's Bow Walkway
- **Conditions**: Look for stray dogs in En, Vence, and the Royal Capital.
- **Rewards**: Lantern of Prayer (Tan weapon)

You can start this quest right after finishing the previous one with cats, Calling All Cat Fish!.



- En's Square, on the west side.
- En's Old District, in the northwestern corner.
- Vence's City Hall, on the western side past the Inn.
- West Vence, on the northern side.
- In Vibra's Outskirts, near the save point.

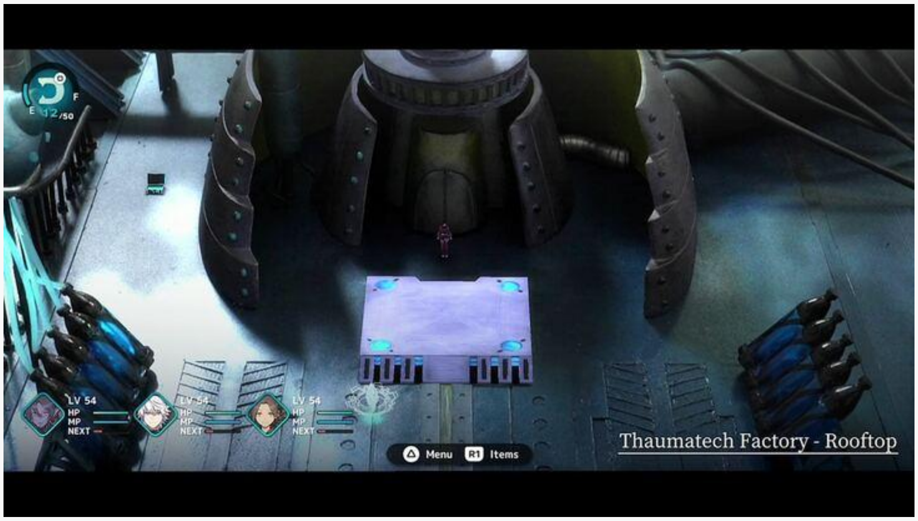
Once you've found all the dogs you'll be automatically warped back to the Uzra where you'll tease Tan a bit and the quest will end. You'll also get your reward.

Omega

Look for an extraordinary treasure hidden deep within the Thaumatech Factory.

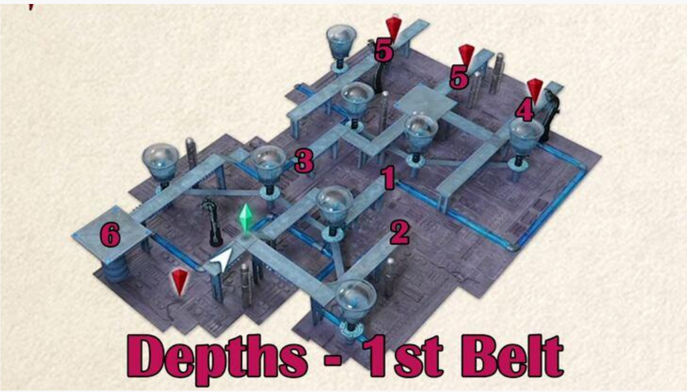
- **Location**: Secret Base
- **Conditions**: Unlock the door on the roof and go deeper into the Thaumatech Factory
- **Rewards**:

When you get this sidequest warp on over to **Thaumatech Factory - Rooftop** and head to the large door in the back, behind the elevator.



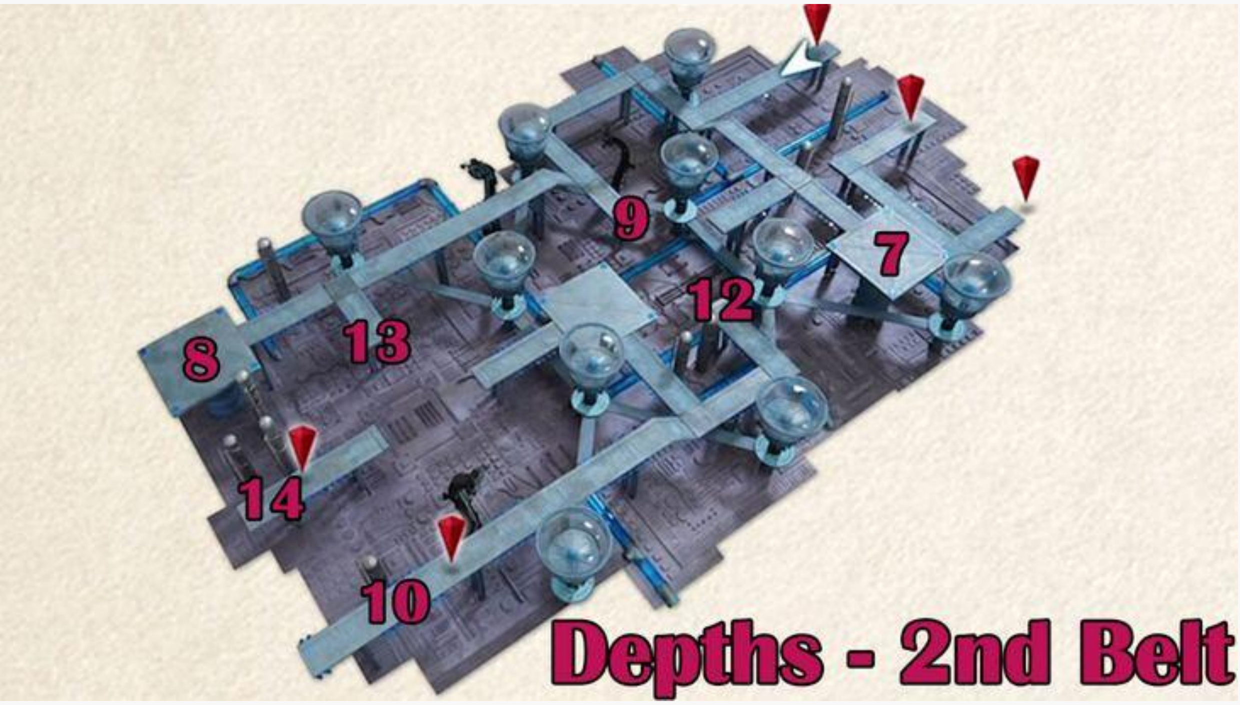
A little scene will play as you approach and eventually we'll enter our next dungeon.

We are in the area "Thaumatech Factory - Depths - 1st Belt", and let me tell you, this place is a disaster! It's a maze and you can get lost/confused extremely easily. I probably spent like 2-3 hours in here just because I couldn't figure it out haha. For that reason, this is probably the only time where I'm going to use the map of the area and add numbers so I can easily direct you where to go and what to do. Sounds good? Let's do this!

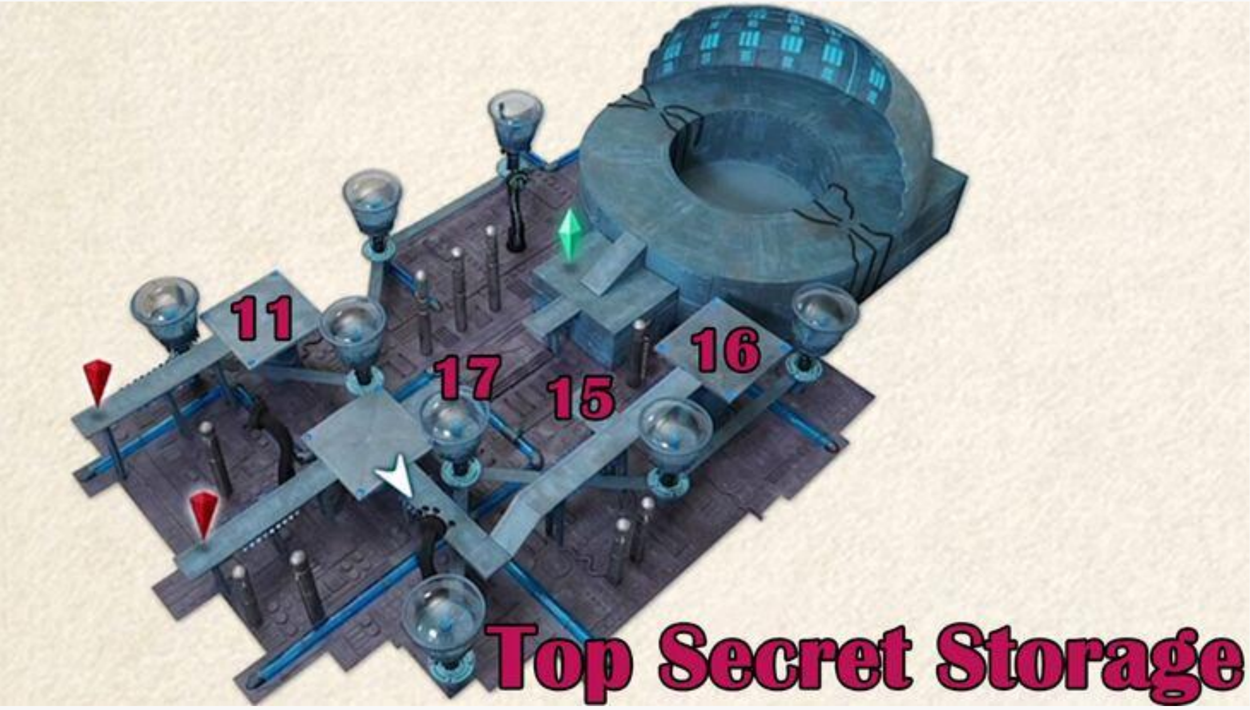


Start by saving your game then heading to **1** and activating the console over there. You'll see that it activates the crane on the other path and it's moving large crates from one side to the other. Head on over to **2** now and ride one of the crates to the other side.

Head to **3** and activate a second console. Once you've done that head to **4** and into the next area, **2nd Belt**.


9
7
12
8
13
14
10
Depths - 2nd Belt

Start by going to **7** and activating the console. Afterwards you want to make your way to **8** and activating a second console. This last one starts up the crane over at **9** so head on over there and use it to get across. Head to **10** and into the next area, **Top Secret Storage**.


11
17
15
16
Top Secret Storage

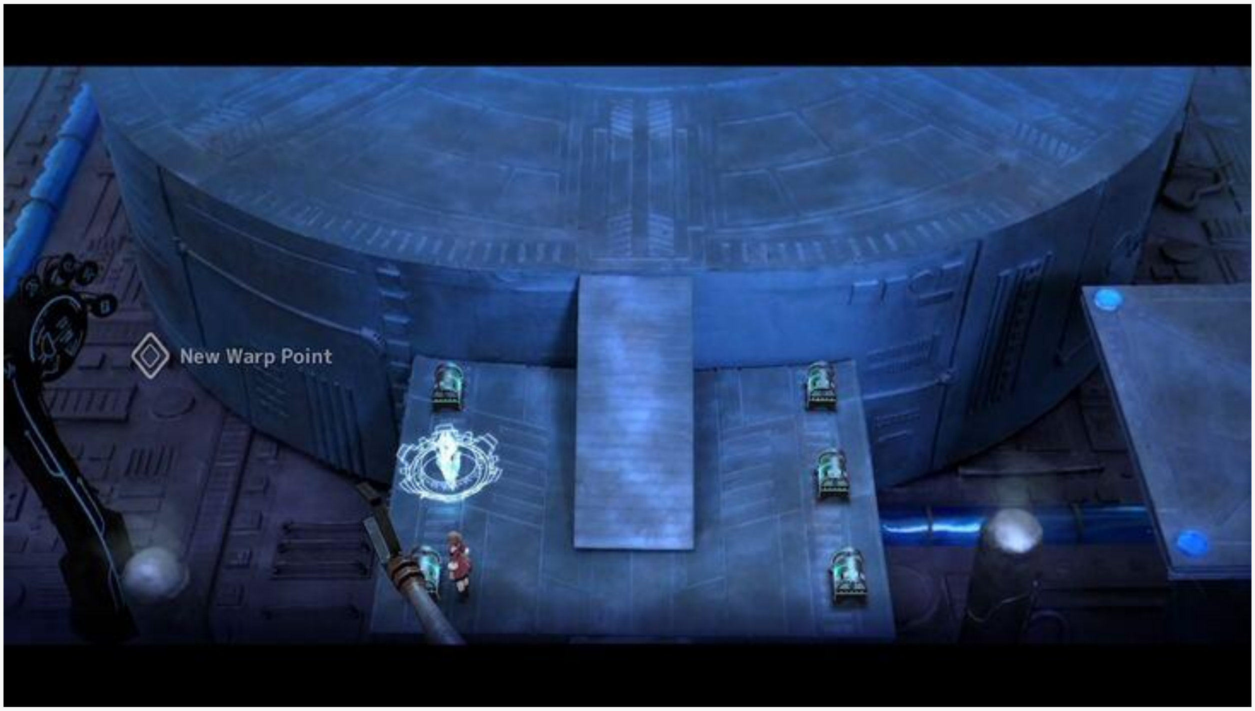
In here simply head to **11** and activate the console. Afterwards head back to the 2nd Belt screen and go to **12**. Ride the box across and make your way around and to **13**. Ride the box and proceed to **14** into the next area, Top Secret Storage once again.

In here (image above), head to **15** and activate the console. Over at **16** is a second console that you have to activate. Sadly we now need to go all the way back to the first area. Do so by returning to the previous area and riding the only crane across. After that head to **12** and proceed to the northern exit.

We are back in the first screen! We appear in **4** so go around and enter **5**. This just takes you around to the other **5** further away. From here follow the path completely, use the crane and get to **6**. Activate the console here and it activates the crate that takes you to the boss. We're nearly there!

Make your way back to **5**, go around and enter **4** to reach the second area. Here make your way down to **13** and go through **14** to reach the final area once more. Here simply approach **17** and ride the crates to get to the other side. Congrats! Writing this down, this place looks like a joke. Going through this with 3 hours of sleep... it's a living nightmare.

Anyway, we reached a save point and tons of chests. If you have enough Machine Keys go ahead and open them up. If you don't have enough, they have: (left side top to bottom) **Onyx XL** and **Pearl XL**, (right side top to bottom) **Opal XL**, **SP Capsule x2**, and **Diamond XL**.



From these I mostly recommend the Pearl XL and Diamond XL, especially for the upcoming fight. The SP Capsules are great as well. You can always come back once you have more keys.

Nevertheless, heal up, prepare yourself, save your game and move forward to trigger a scene and a boss fight. Spoiler alert: it's a hard and annoying one!

OMEGA

NAME	HP	🗡	🛡
Omega	200000	735	400
Energy Device	15000	---	400

Omega is a rather unique looking enemy with some rather unique mechanics. This is a very powerful boss and even if you weaken it, it's still crazy strong. Better be prepared!

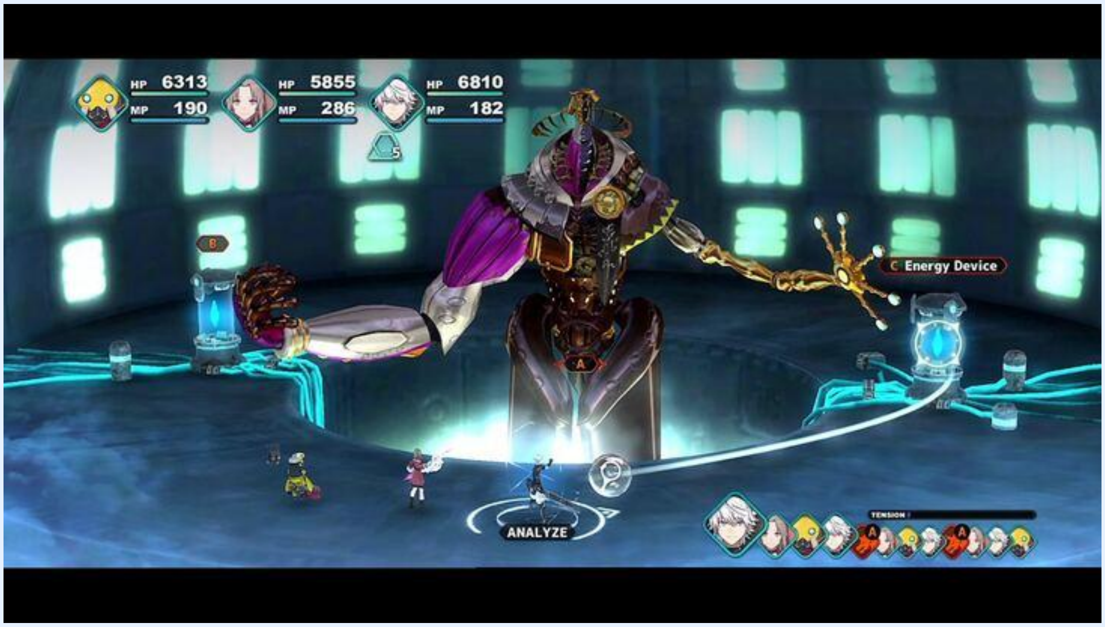
Like stated above, this is an insanely powerful boss. Let's go over his attacks real quick:

- **Light Omega**: hits your party 3 times randomly for around 2300 Holy dmg. This is the attack from his left hand fully powered.
- **Light Lambda**: hits all party members for around 1900 Holy dmg. (w/ Diamond XL equipped). This is an attack from the left hand with the Energy Device red.
- **Hyper Swing**: hits all party members for around 4400 dmg. This is the attack from his right hand with the Energy Device red.
- **Hyper Punch**: hits one party member for around 3600 dmg. This is the attack from his right hand with no power from the Energy Device.
- **Thaumatech Missile**: hits one character for around 1800 dmg. and causes DEF down.
- **Thaumatech Laser**: opens up the eye in his crotch and shoots out a laser that hits all party members for around 200 dmg. and causes Slow.
- **Overboost**: prepares for his powerful attack and fully heals both Energy Devices.
- **Ultra Punch**: attack from his right hand during his Overboost powerup phase. This hits for around 5200 dmg. with the Energy Device fully depleted, so yes, it's very powerful.
- **Sacrament Omega**: attack from his left hand during his Overboost powerup phase. This hits for around 4000 Holy dmg. 3 times randomly to the party with the Energy Device completely full.
- **Sacrament Lambda**: attack from his left hand during his Overboost powerup phase. This hits for around 2800 Holy dmg. to the whole party with the Energy Device red.
- **Sacrament**: attack from his left hand during his Overboost powerup phase. This hits one character for around 2500 Holy dmg. with the Energy Device fully depleted.

For this fight you **HAVE** to bring some Diamonds equipped. We did get a Diamond XL just before the fight so make sure to equip it to someone. I had 2 XLs at this point so I equipped those and a Diamond L. The rest doesn't really matter what you equip, but bring your most powerful stuff equipped.

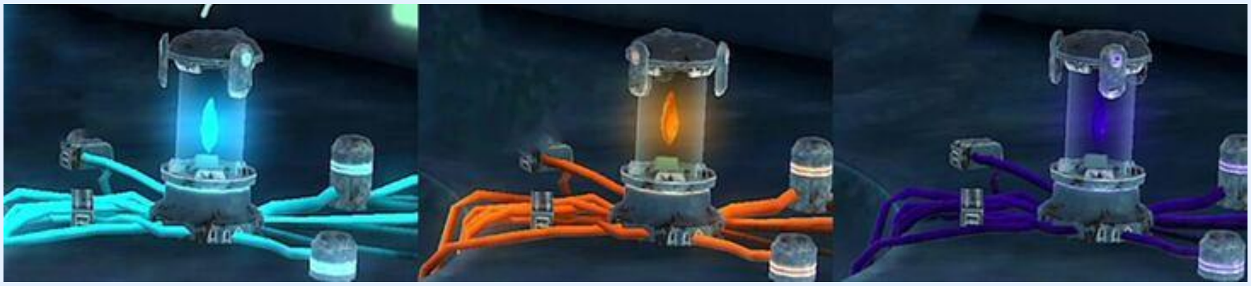
Our party for this fight is Prickle by default, but also make sure to bring Ez and either Leo/Valrika/Tan. We need an attacker that doesn't rely on elements (besides lightning) to attack. My personal choice was Leo because Omega is weak to Lightning, and we all know by now that Samidare is crazy strong. Also make sure to learn the skill Frenzy Lightning, and if you can both Frenzy Hits to increase the attacks.

Ok, so this fight is wild. You'll see that Omega is huge and has 2 arms, a big arm (his right arm) and a thinner one (left arm). These arms each have their own attacks and are crazy strong. They are taking power from the **Energy Devices** next to each arm.



These guys are powering up the arms and if you leave them unchecked, the attacks of the arms will be devastation, so much so that they might kill you in one hit. That being said, they are your TOP priority, yes even before worrying about damaging the boss himself.

These devices have 15000 HP and are weak to lightning, so this means that Prickle's Plasma attack and Leo's Samidare are magnificent against them. You cannot fully destroy these, so even if you bring their HP to 0, the boss will still use their attack normally, but without being powered up. Also, you can see that these are blue to begin with, then goes to red when you do over 60% dmg., and lastly it turns black when you fully take care of it.



I highly suggest that you take note of how much damage your attacks do so you can use your turns wisely before everthing goes to hell when the boss uses **Overboost**. He starts counting down during every turn until it hits 0 and the move starts. He prepares to launch his powerful attack and you need to destroy the devices before his next turn otherwise he uses two extremely powerful attacks (Ultra Punch and Sacrament), one with each of his hands. After this turn, he'll use a turn to cooldown and allow you to heal up.

This is one of the reasons why you want Ez in the fight. He can use Shock Grenade (although it doesn't really do much damage), but you want to always have Quick and DEF up on all characters to make this fight a bit easier. Sadly, you cannot debuff the boss at all! You cannot use ATK down on him, or slow, or anything so don't even bother trying.

The thing you want to do is to take care of the right hand first, all the time. With Diamonds equipped we can tank the holy attacks a little bit more, but those attacks from the right hand can literally one-shot you, and that's not fun at all. Personally, I recommend you fully deplete the energy device on the right hand and you leave the left hand halfway. Yes, you can fully deplete it as well if you want, but remember that you still need to damage the boss so leave it halfway (red) and focus on the boss.

And that's practically all the boss does. It's a pretty straightforward boss, but you need to continue attacking the Energy Devices over and over and over and over. Do note that during his Overboost phase he'll take the most damage, but attacking him during the phase is kind of hard. Any Tension Skills should be reserved to when the Overboost phase starts, and of course Prickle should use it to take advantage of Omega's weakness to lightning.

And remember, ALWAYS focus on that large hand first, and leave the small hand halfway.

After the fight we'll get the weapon **Positron Blaster** and the quest will come to an end! Congrats!

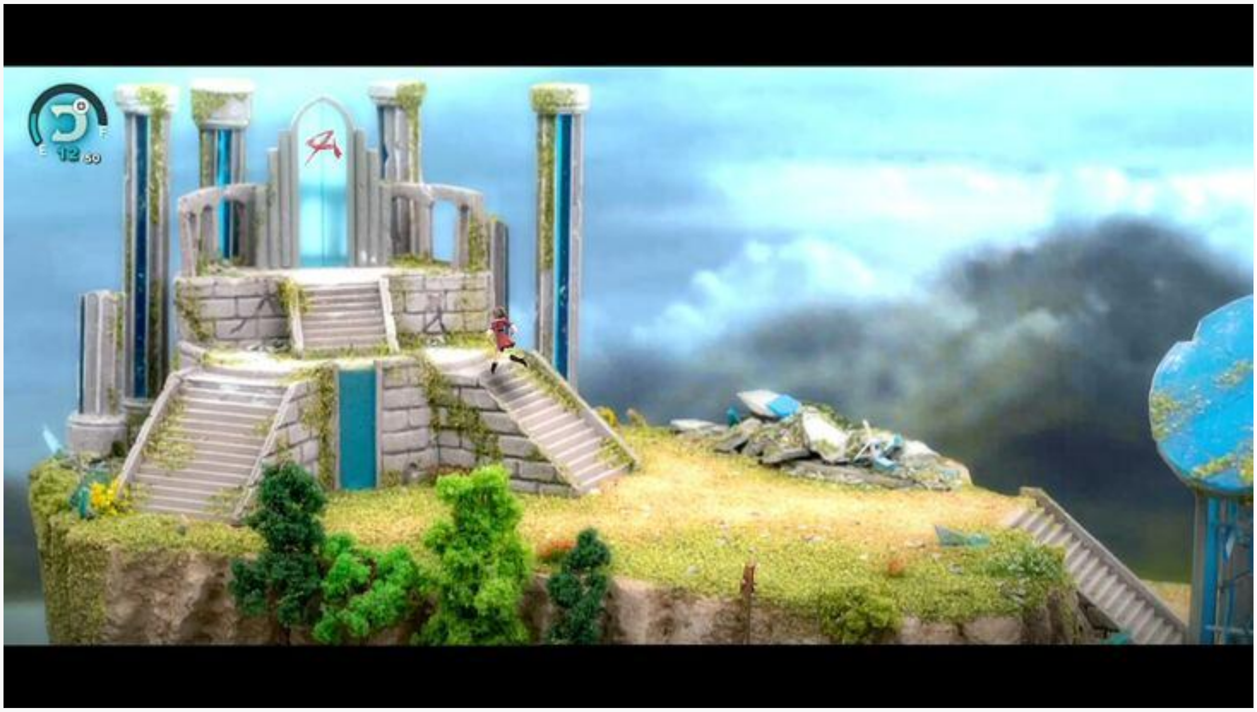
How to unlock New Game Plus (NG+)

Unlike many other RPGs, Fantasian has a New Game+ feature... but unlike those that that NG+, this one isn't trigger automatically after you finish the game. In fact, you can start NG+ without even finishing the game. That's right! NG+ is locked behind a sidequest in the game, but let's talk more about that down below.

How to unlock NG+

New Game+, as stated above, is locked behind a sidequest. There are a couple of things that you need to do in order to start New Game+.

First, you need to complete the Cinderella Tri-Stars sidequest. It's a sidequest you start at the beginning of the game and it ends once you're getting close to the end. One of the longest sidequests in RPGs ever. Upon completing this sidequest the Void Realm is unlocked, but what WE want is the Altar that's where you trigger the last Cinderella fight. They tell you a little bit more about them doing what they're doing for 12000 years, which gives me an idea that they've been going back in time over and over and over looking for someone to take their place... us in other words.



Anyway, this Altar is our gate to New Game+, but to open it and use it we need a key. This "key" is the **Tachyon Medal**. This medal can be found in the last dungeon of the game, Sanctum. In this dungeon, after you fight the boss God's Predator, move ahead to the room where you find a medical bed where they were conducting Yim's revival procedure. In here simply check the right side of the room to find a chest with your medal.

With this medal in our possession, head back to the Altar in Shangri-La and you'll be able to use the altar.

Changes in NG+

There are several things added to NG+.

1. You retain your EXP, equipment, levels, stats, and your Growth Map unlocks. Basically you start the game how you ended the previous run.
2. Enemies are stronger than before (I believe all enemies gain roughly 30 levels).
3. Given that the enemies are stronger, you'll also get more EXP, which means faster leveling up.
4. In the Hidden Valley area, right outside Bernard's Laboratory, there's a new console that you can use to trade the items that unlock your Growth Map for SP Capsules. This is important because when going through NG+, we already have all the Growth Map unlocked so these items would be useless. I'm happy they gave them use.
5. Speaking of Growth Map, your characters get a second Growth Map. Yep, it's mostly for stats like ATK and SPD up, and for some QoL changes (like giving Leo the ability to use Lockpick to open chests without needing a key).
6. To unlock these second Growth Maps you need to completely fill up the original Map. Once you've unlocked every single node you'll get your second one.
7. Makes your life easier in the Void Realm.

Mechterite Location Guide

Mechterite is an item that was added in Part 2 of the game and it allows us you get some neat items. There's a whopping 30 Mechterite in the game so let's get collecting! The good thing is that they are extremely shiny and if you walk near one you're bound to see it!

Rewards

Below is a list of what you can get for exchanging these. Remember that you can exchange these at the center console in Valrika's Laboratory.

AMOUNT	REWARD
1	Unfamiliar Stone
2	Harpe
3	Wizard Belt
4	Opal XL
5	Pearl XL
6	Ruby XL
9	Hermes' Brilliance

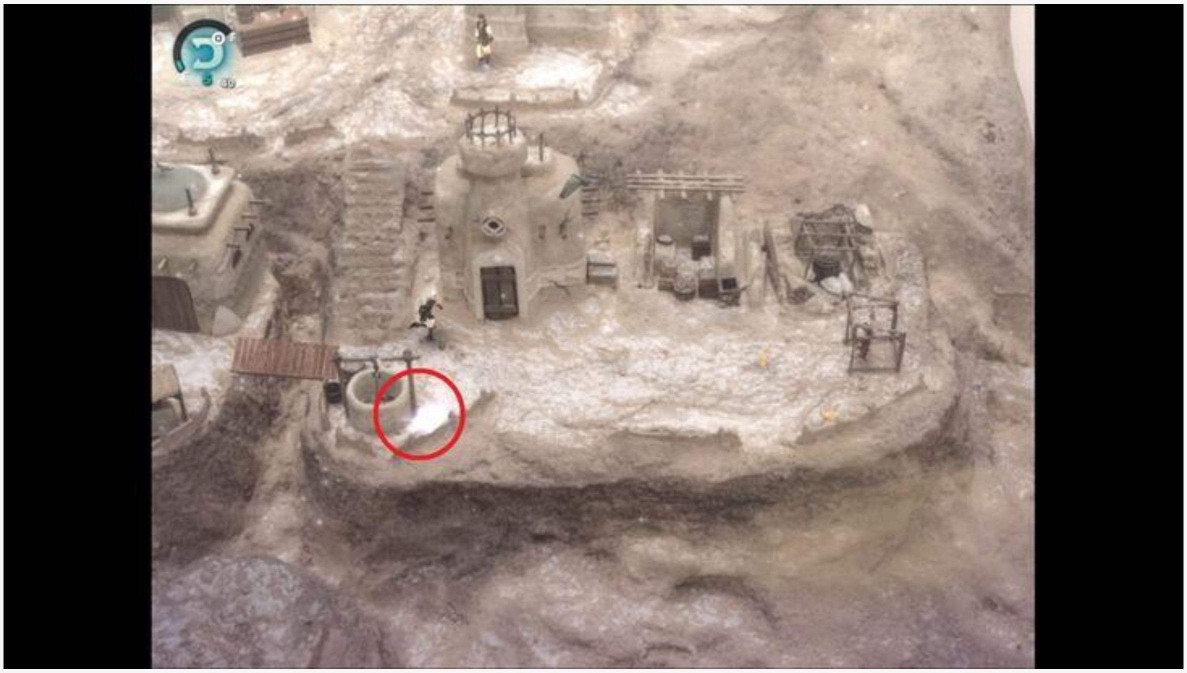
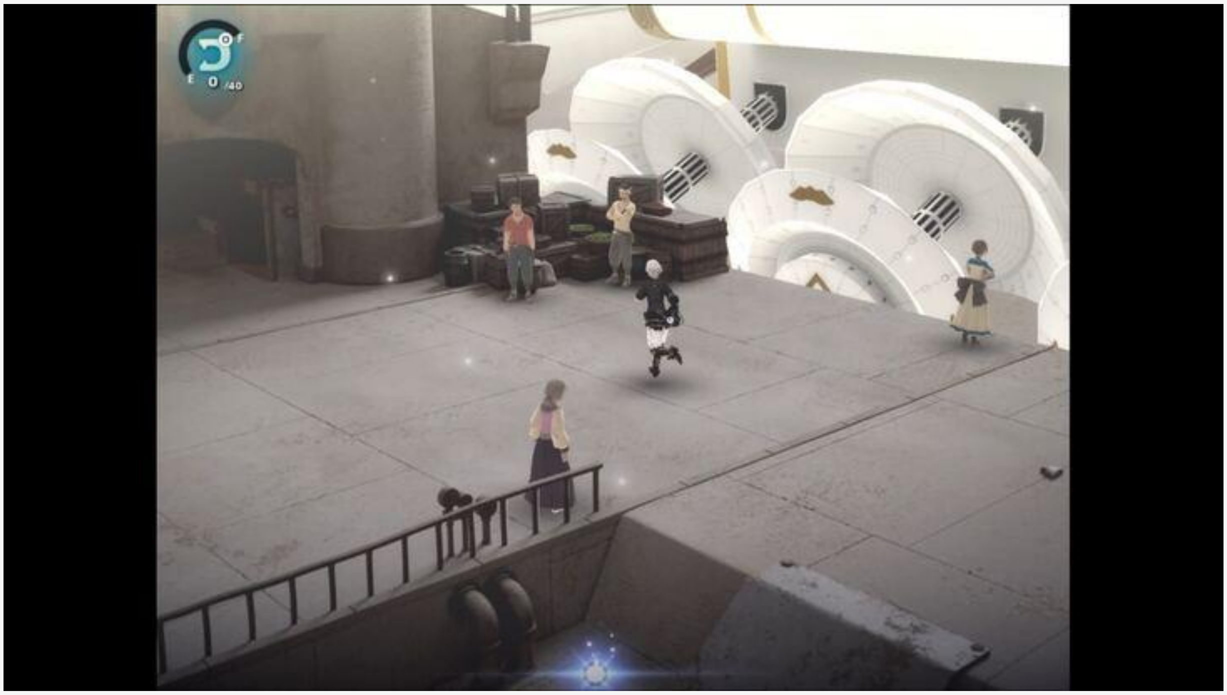
Locations

Below I'll separate their locations per area to make your life easier. You can get these in any order you want, so have fun!

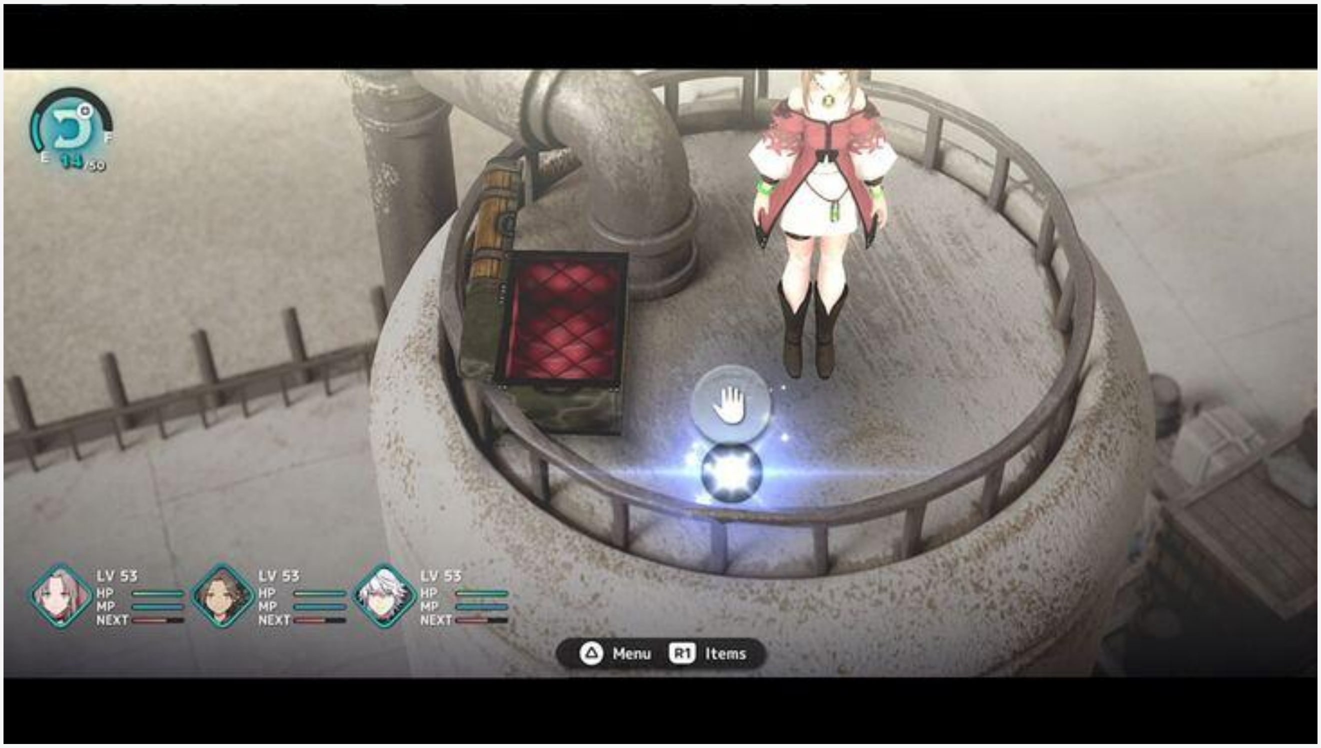
Valrika's Laboratory

#	LOCATION
1	You get this first one automatically and it starts the Mechterite snowball.

En

#	LOCATION
1	Outside the well on the right side of the Old District.
	
2	At the last pier in the Harbor.
	

3 At the Harbor, go up the silo near the exit to Ancient Hill.


E
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LV 53
HP
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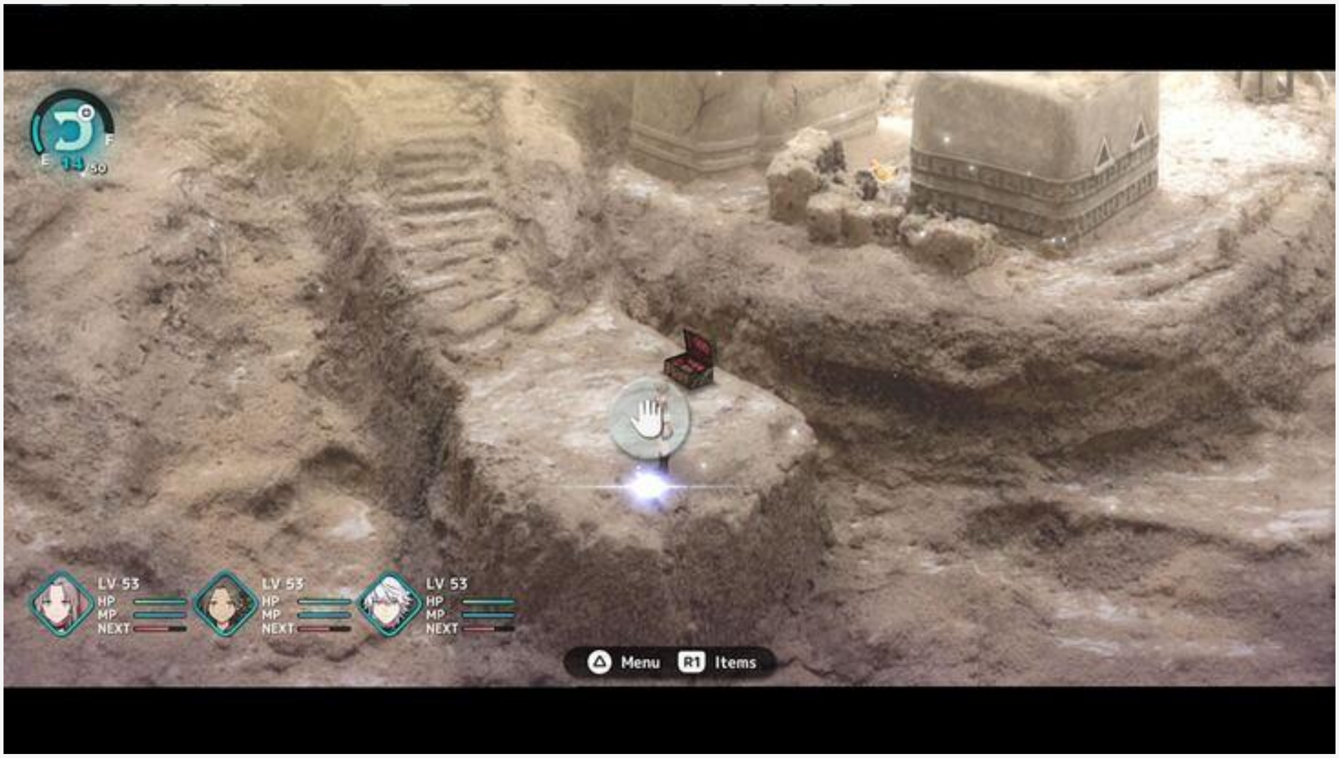
NEXT
Menu
R1
Items

4 In the Old District, look for it on the western side of the area, on the little isle down the staircase.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LV 53
HP
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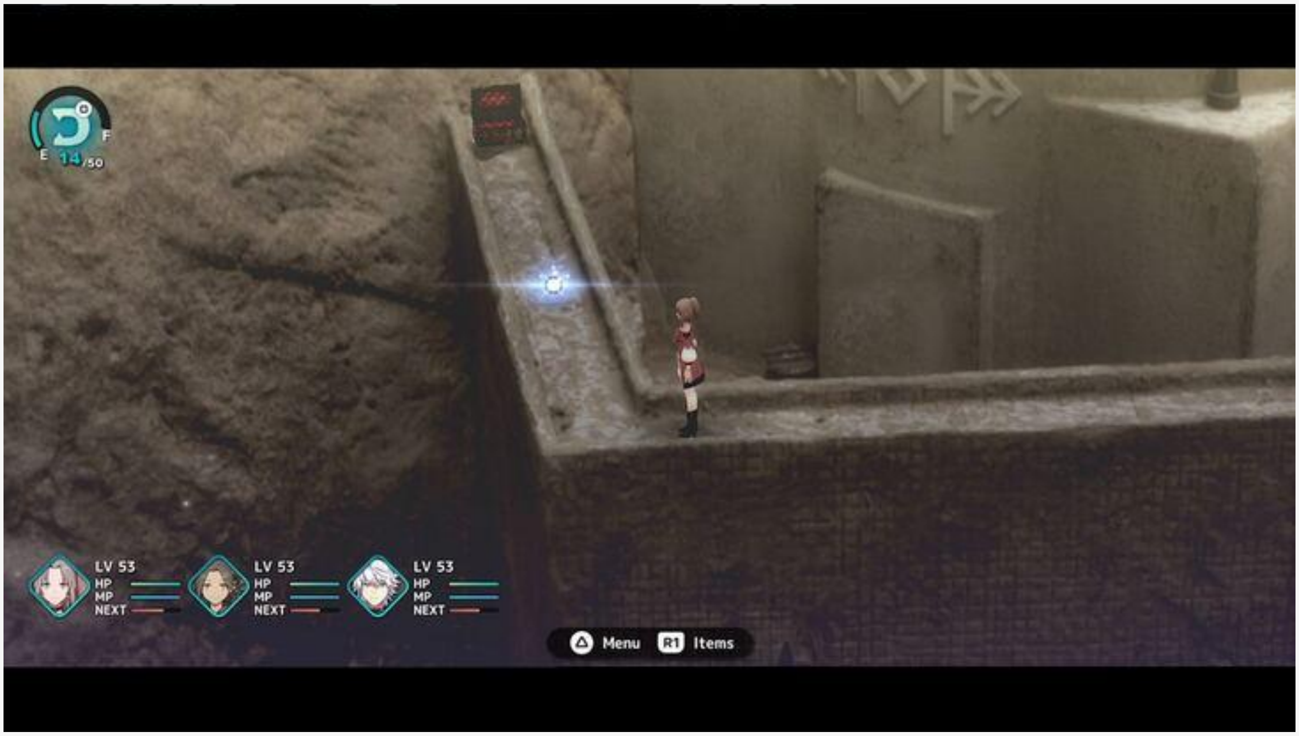
NEXT
Menu
R1
Items

5	At the Square area, go up the ladder northwest of the Square itself and follow the top of the wall to find it.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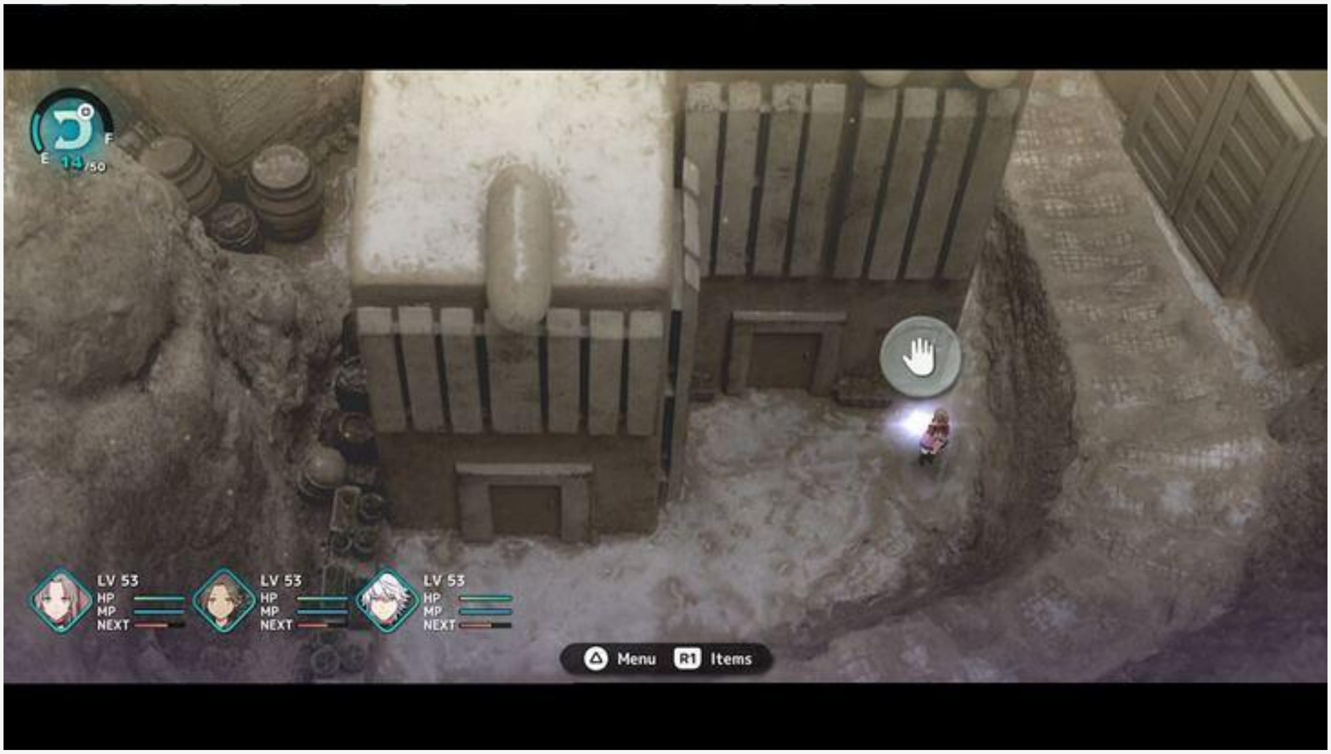
Menu
R1 Items

6	Also at the Square area, go into the Inn and out the backdoor to find it.


14/50
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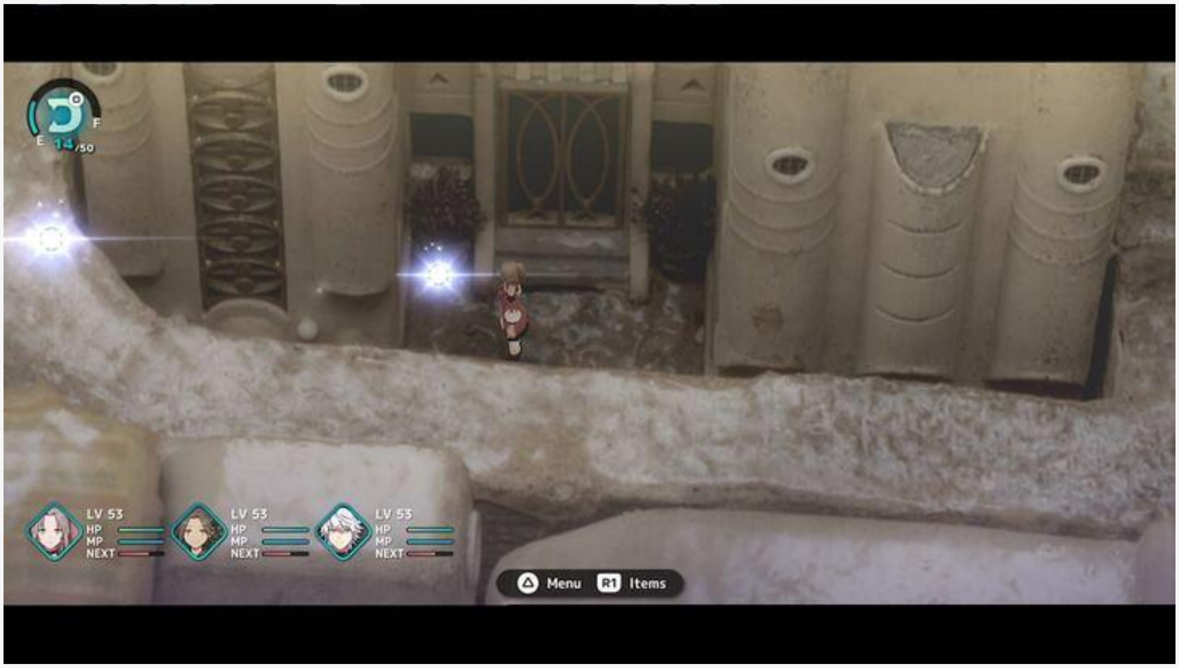
Menu
R1 Items

7 Also at the Square area, go through the alley between the bar and the item shop to find it outside the hidden house.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LV 53
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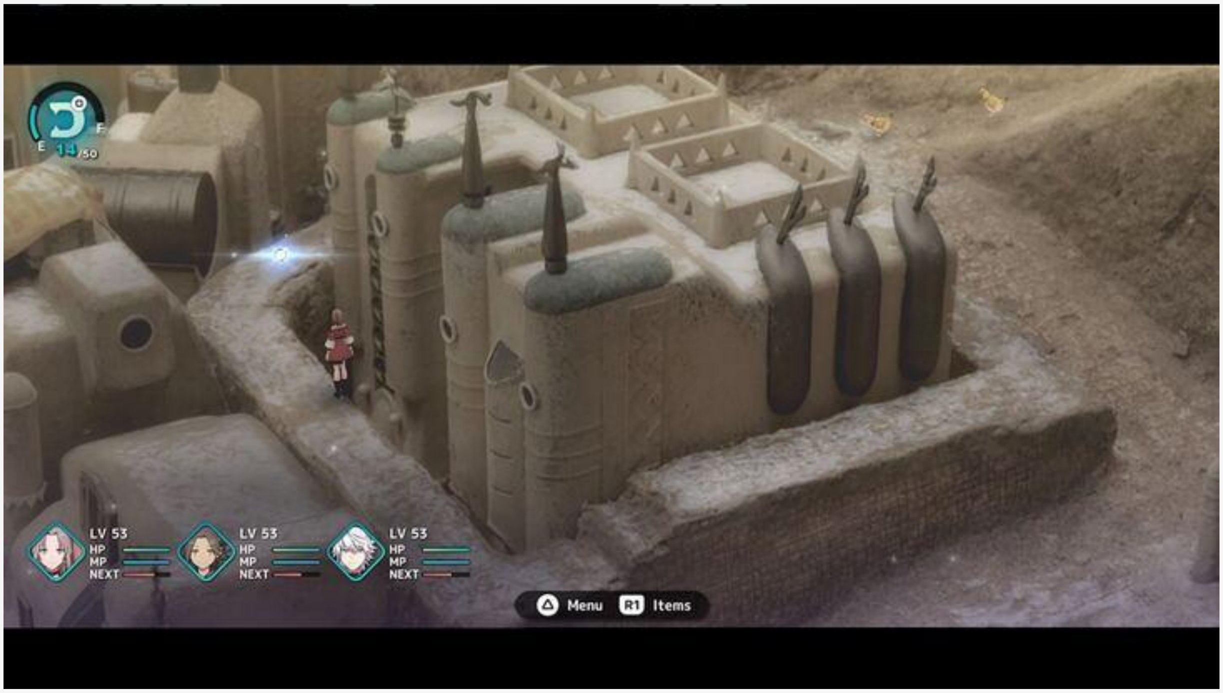
NEXT
LV 53
HP
MP
NEXT
Menu
R1 Items

8 You probably see this from the previous one, but go up the slope towards the lighthouse and move around the top of the wall next to the people staring at the chest to find it at the end.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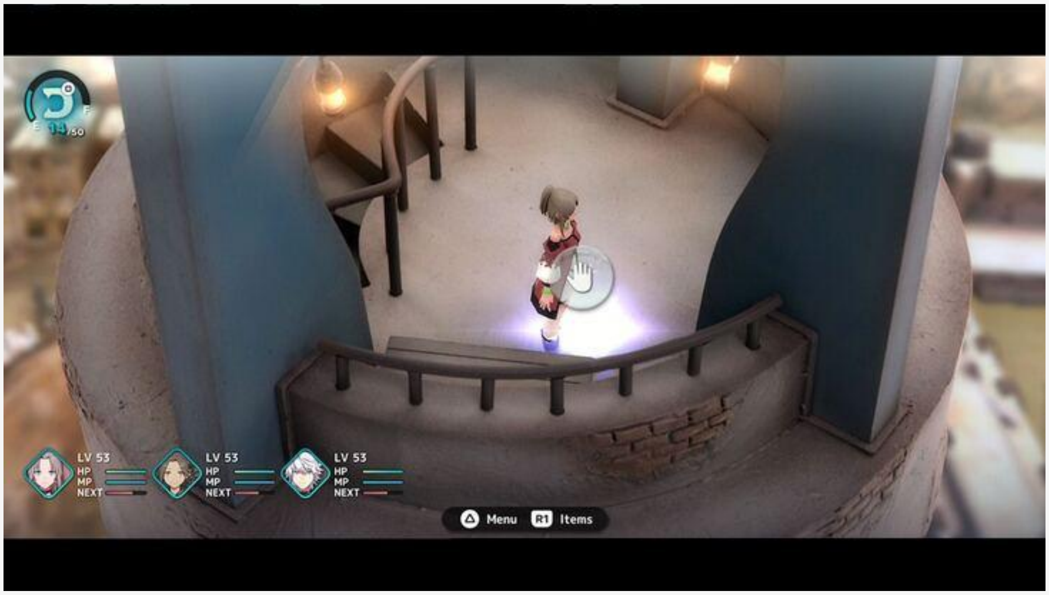
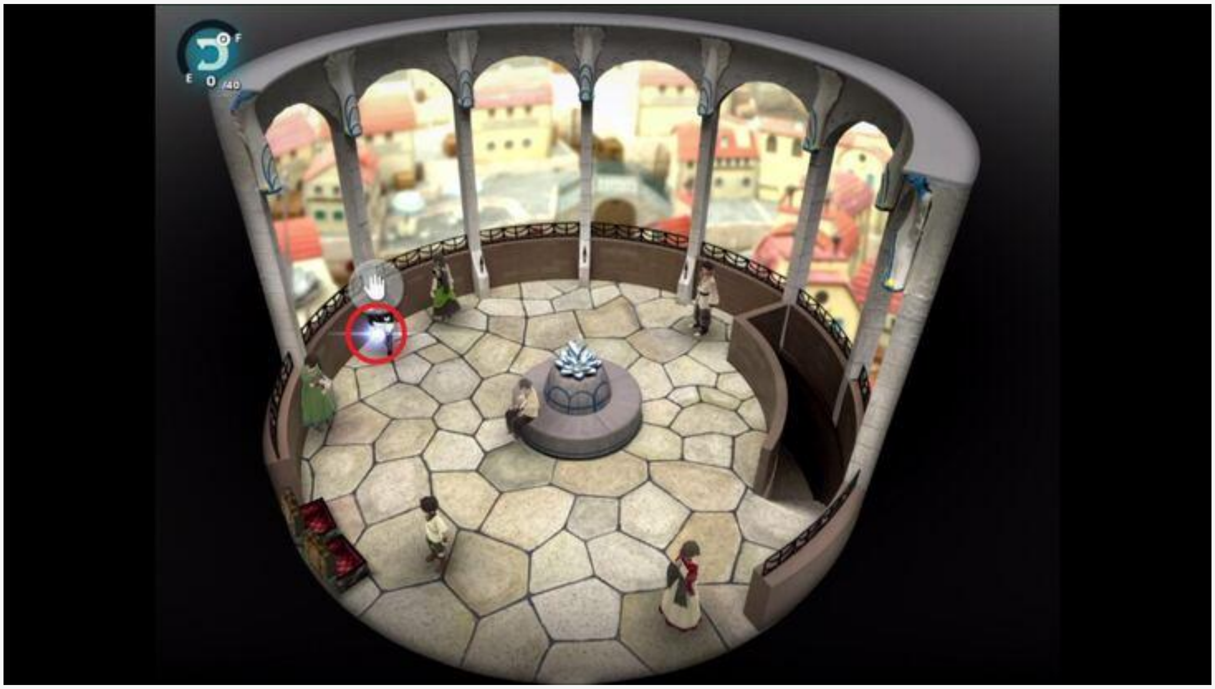
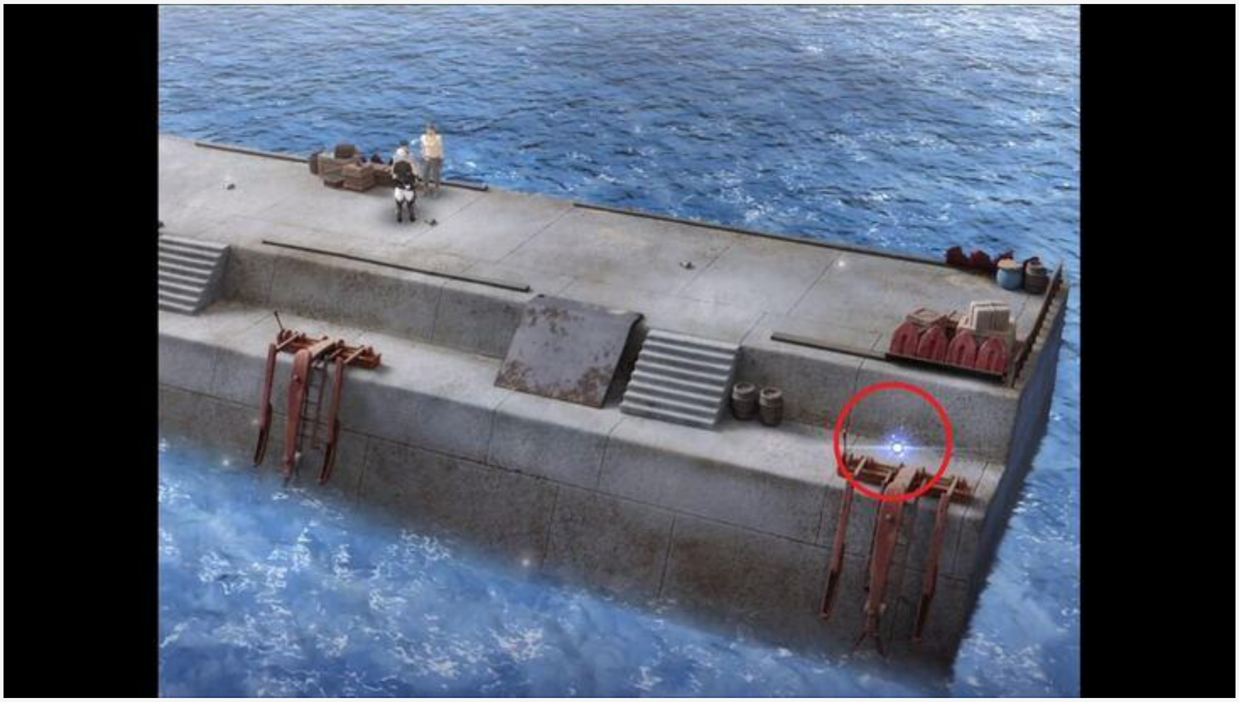
Menu
R1 Items

9	At the Square area, head to the top of the lighthouse to find it.
	 LV 53 HP MP NEXT LV 53 HP MP NEXT LV 53 HP MP NEXT Menu R1 Items
10	In the area connecting En with the Old District, check the open area to find it.

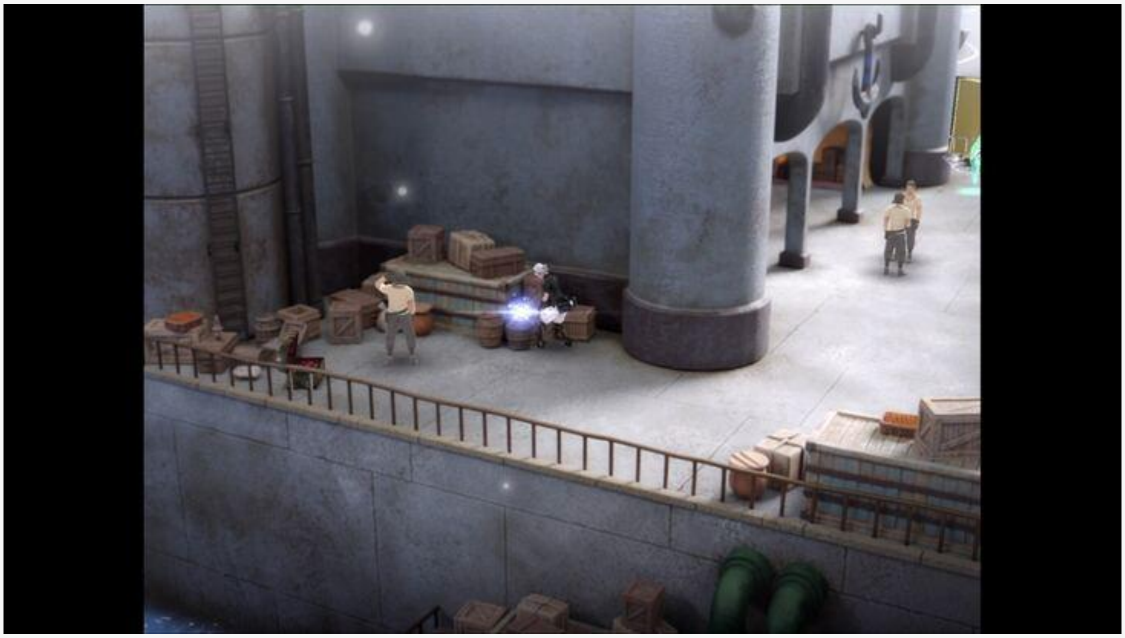
Vence

#	LOCATION
1	On top floor of City Hall.
	

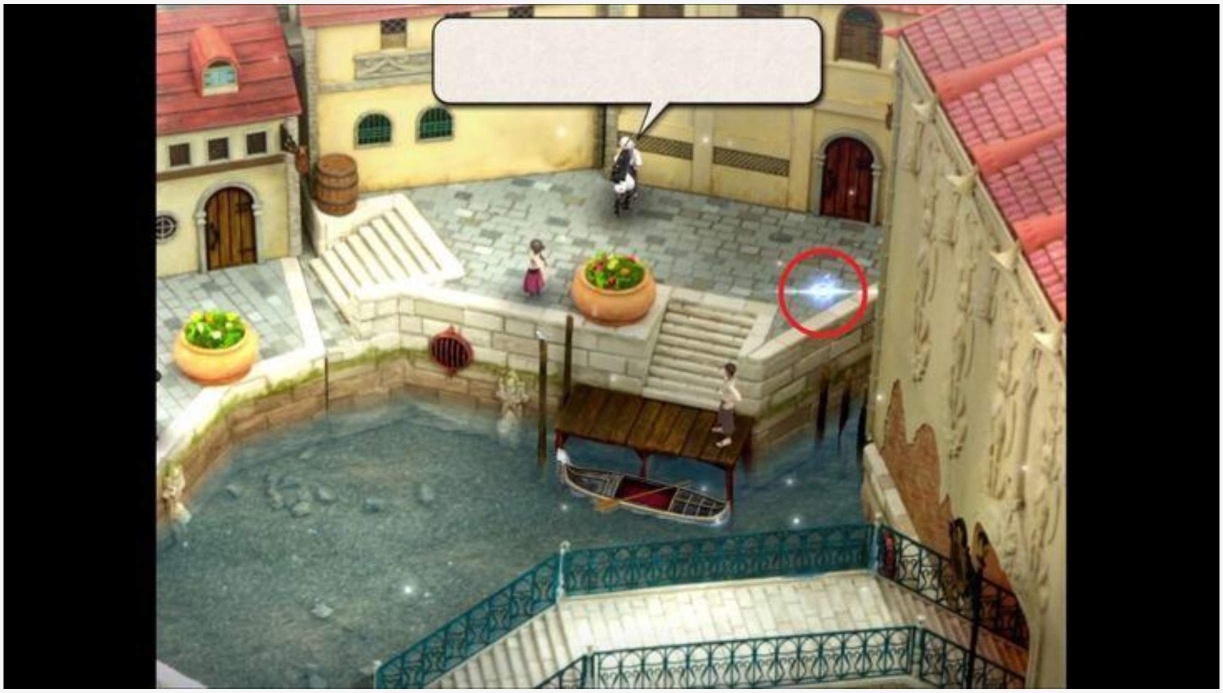
2 At the end of the last pier at the harbor.



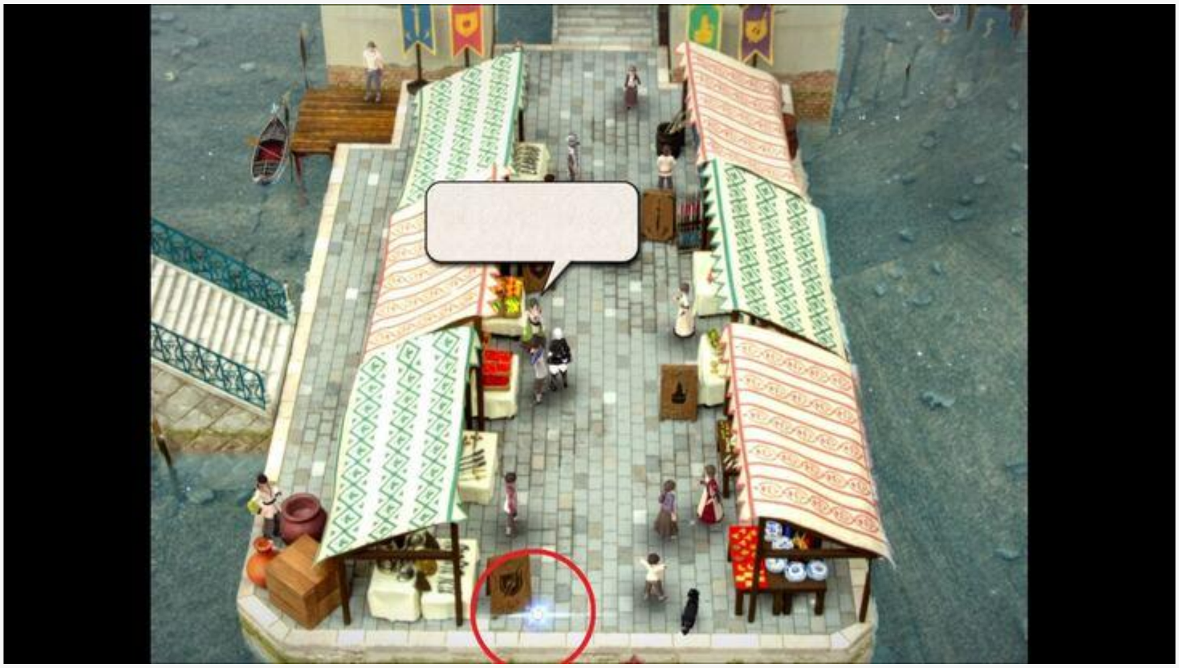
3 Around the building next to the save point at the harbor.



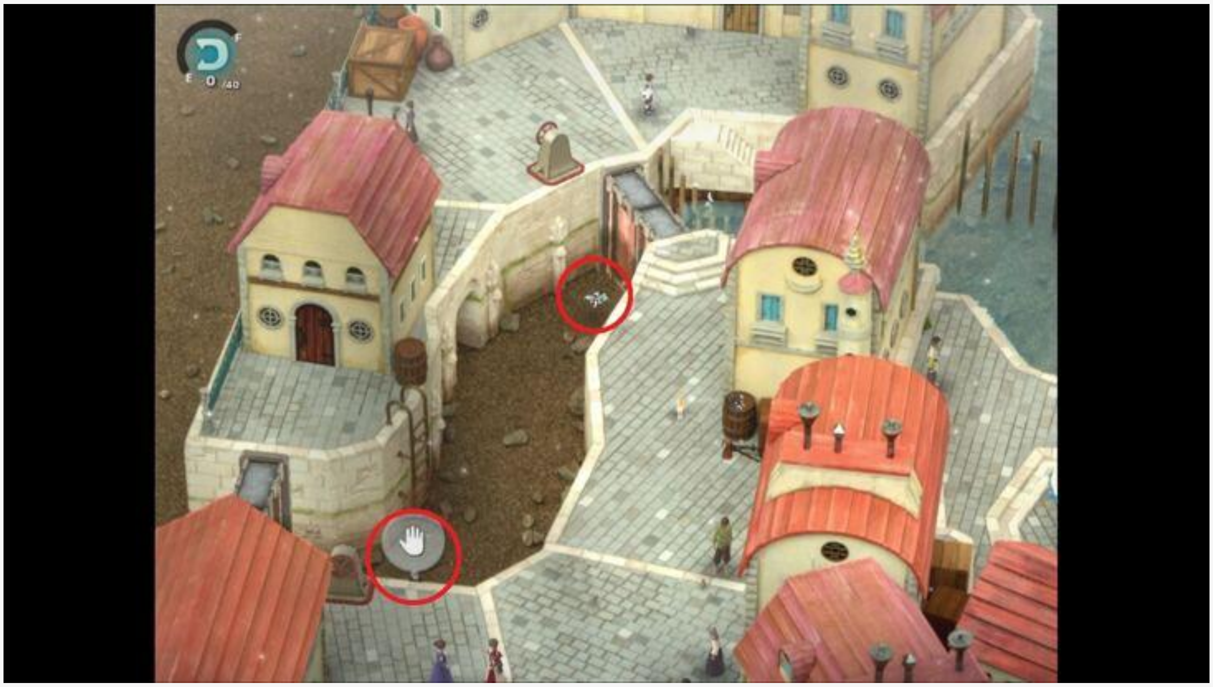
4 In Central Vence, on the southern side (outside the 2 houses next to the Inn).



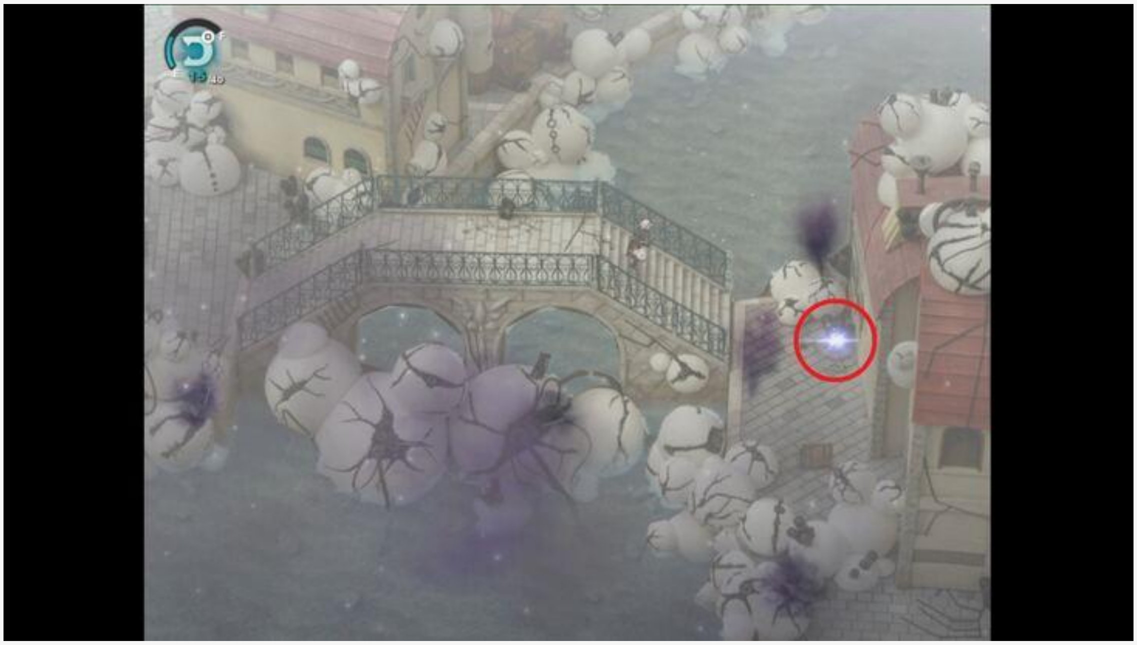
5 At the market place in West Vence.



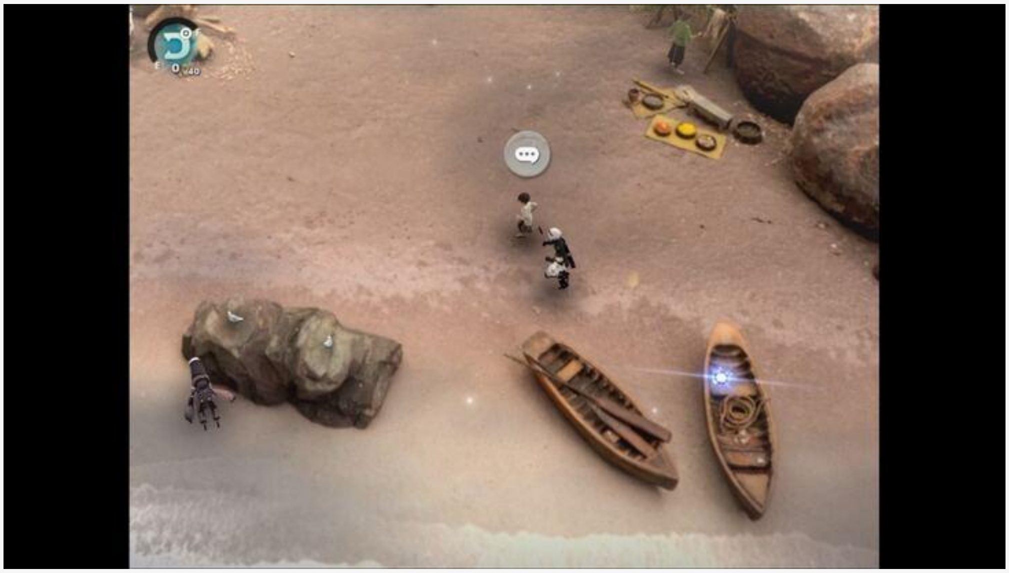
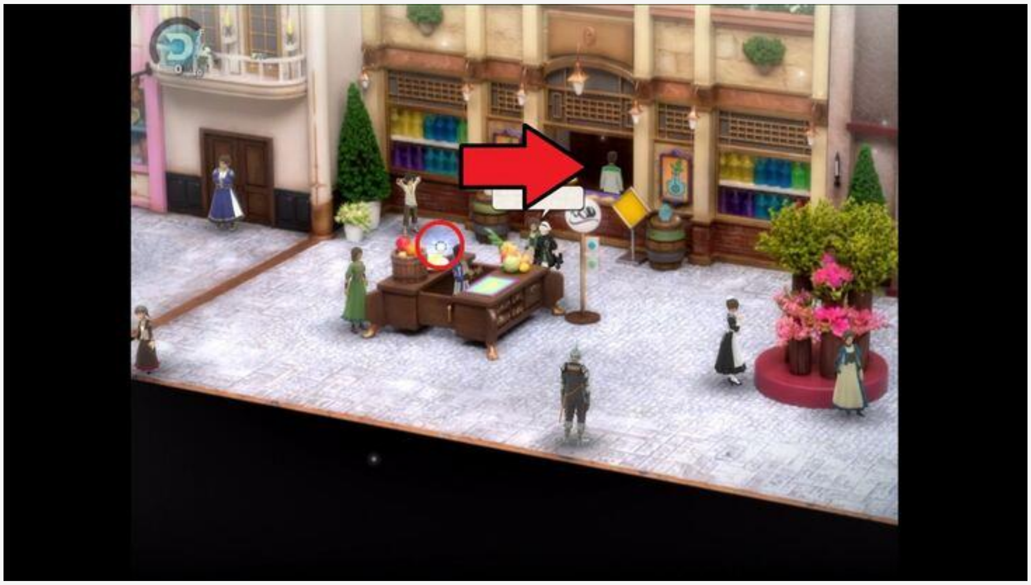
6 Inside the canal you dry up in West Vence.



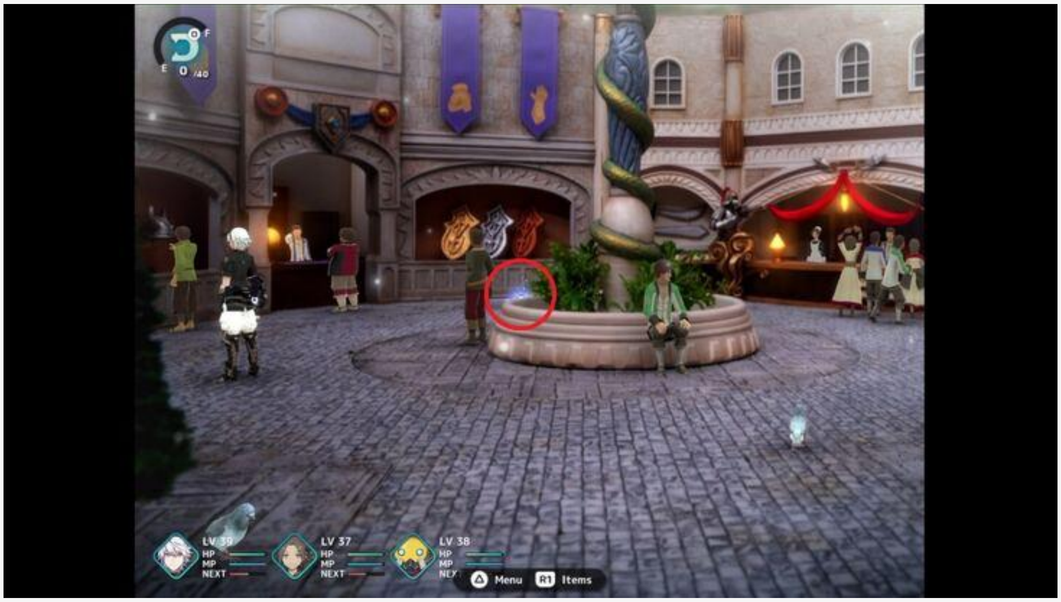
7 In East Vence, across the bridge next to the save point.



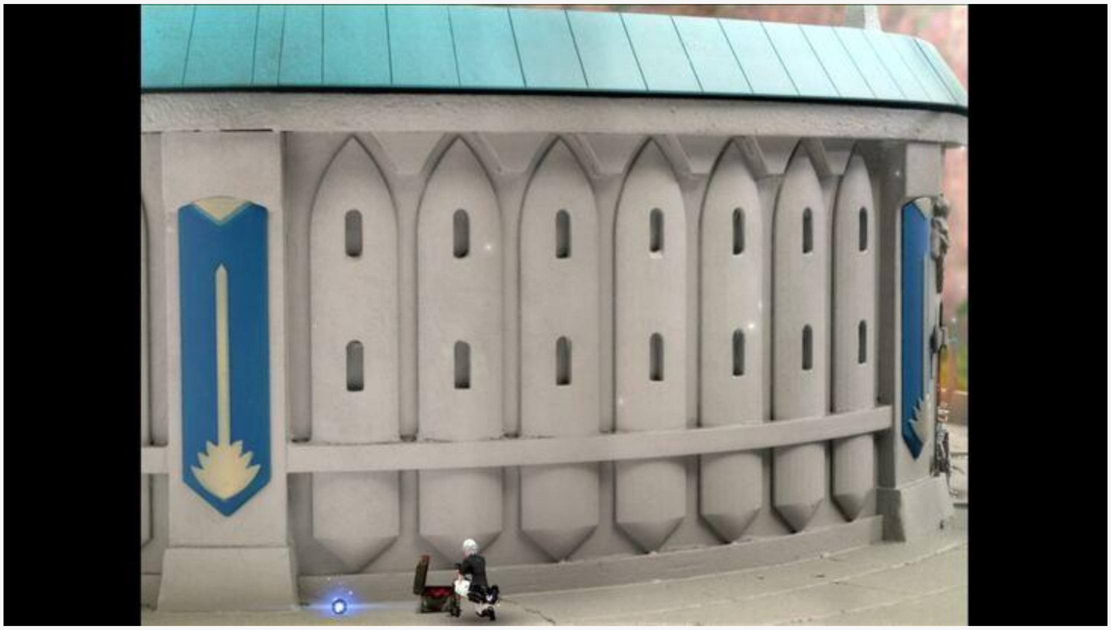
Vibra

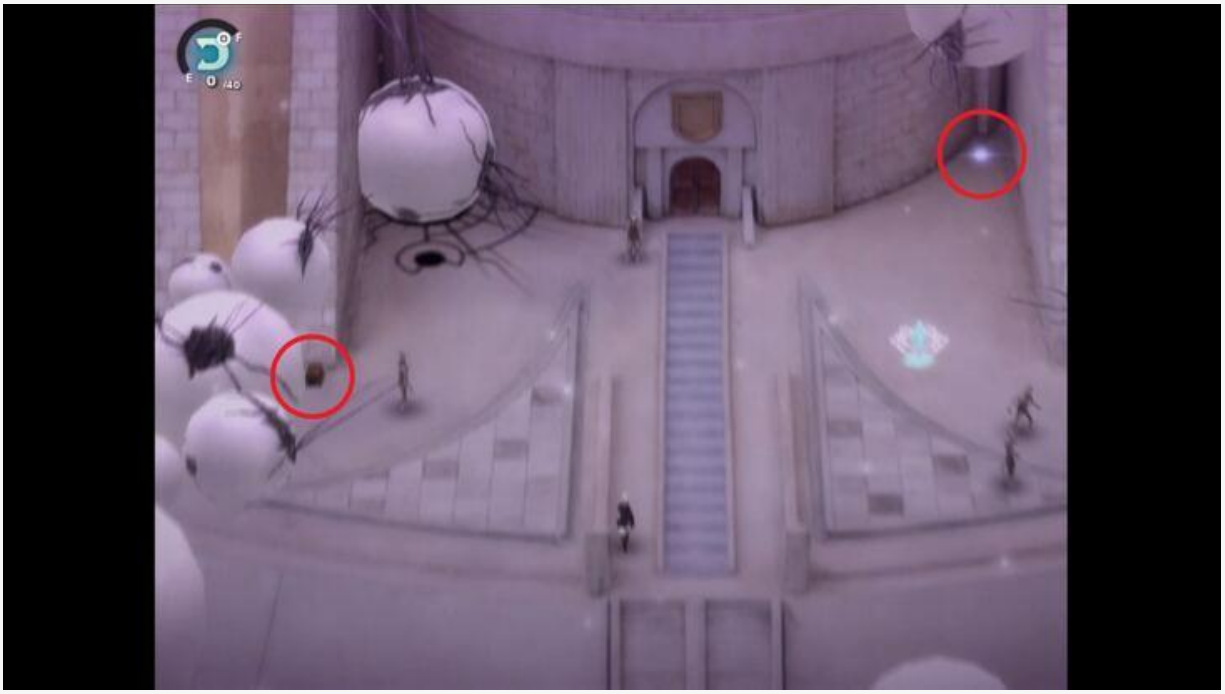
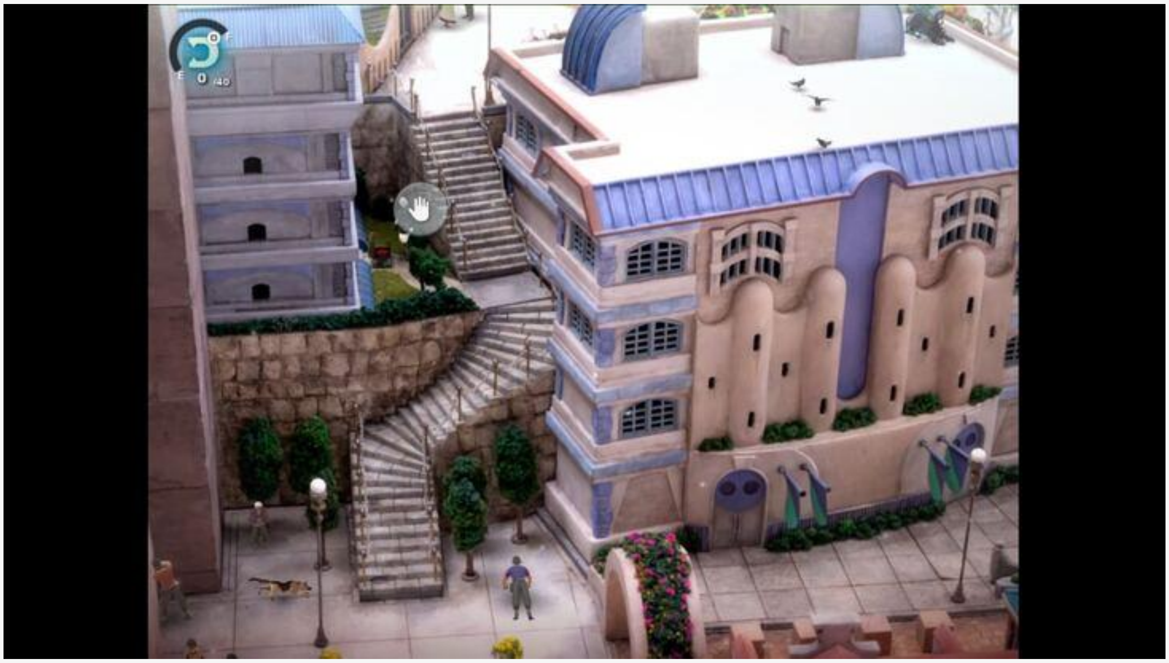
#	LOCATION
1	In the Outskirts, check the little boat on the bottom right side of the area.
	
2	At the Center area (where we fought the Cinderella Tri-Stars), check behind the central isle.
	

3 Also at the Center area, check behind the middle pillar-thing where the man in green is sitting.

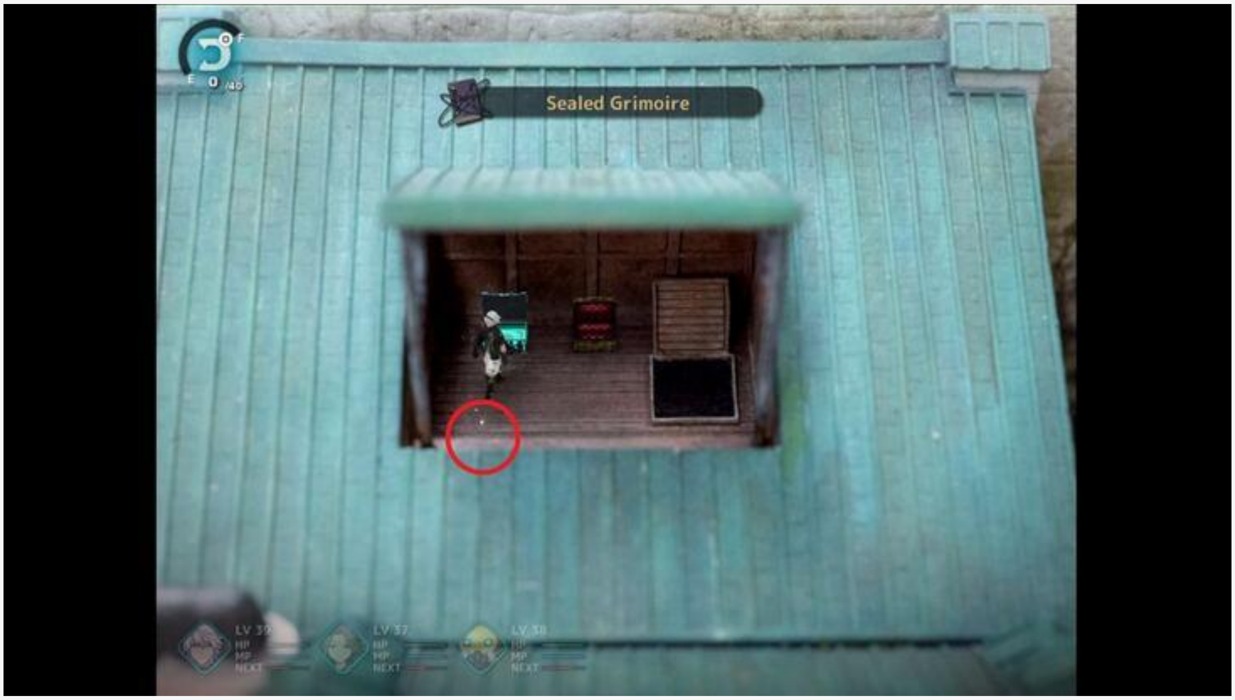

0 /40
LV 39
HP
MP
NEXT
LV 37
HP
MP
NEXT
LV 38
HP
MP
NEXT
Menu
R1 Items

4 At the Coliseum, check the left side outside to find it behind the chest.

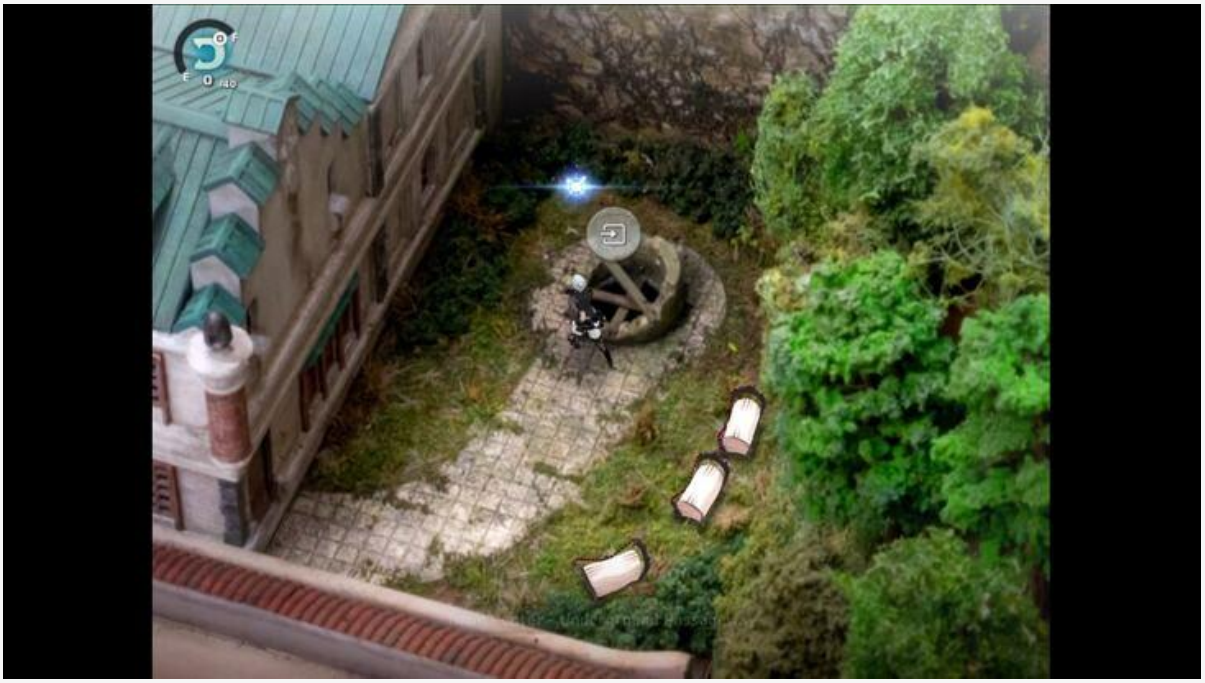


5	At the Royal Palace, at the top of the stairs on the right side, before entering the palace itself.
	
6	On the northwestern side of the area, halfway going up the staircase.
	

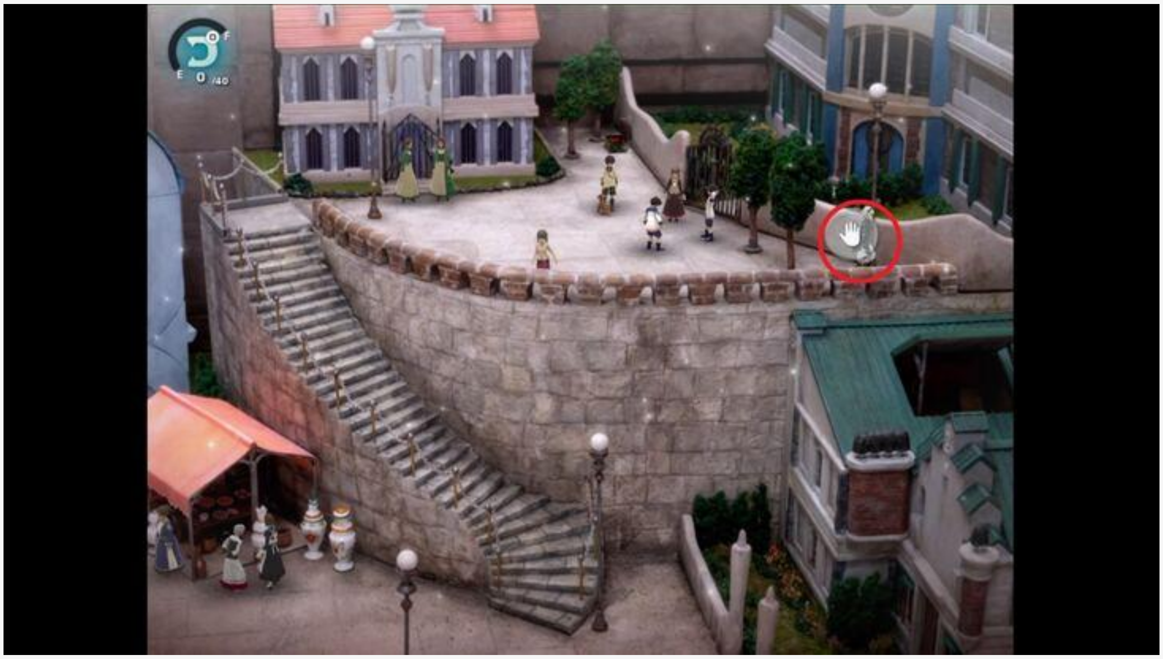
7 Inside the attic in Leo's house.


Sealed Grimoire

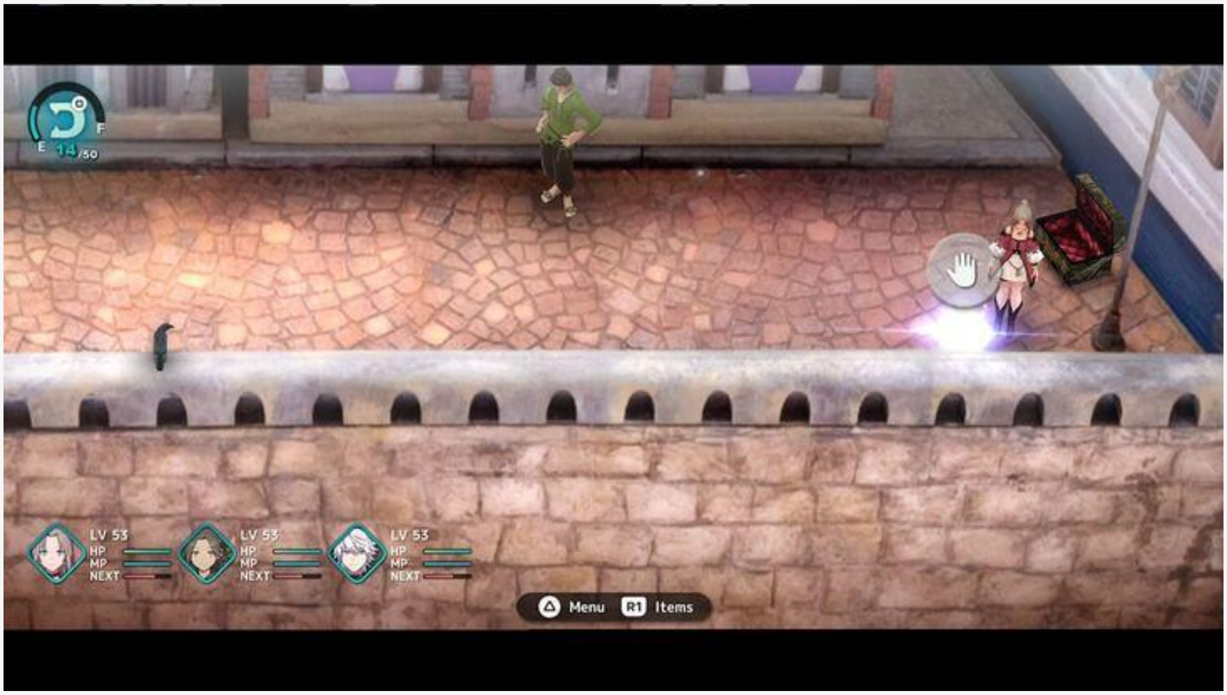
8 In Leo's back yard.



9 Up the staircase outside Leo's house, on the right side of the area with all the kids.



10 In the Town Center, go to the alley on the western side of the area.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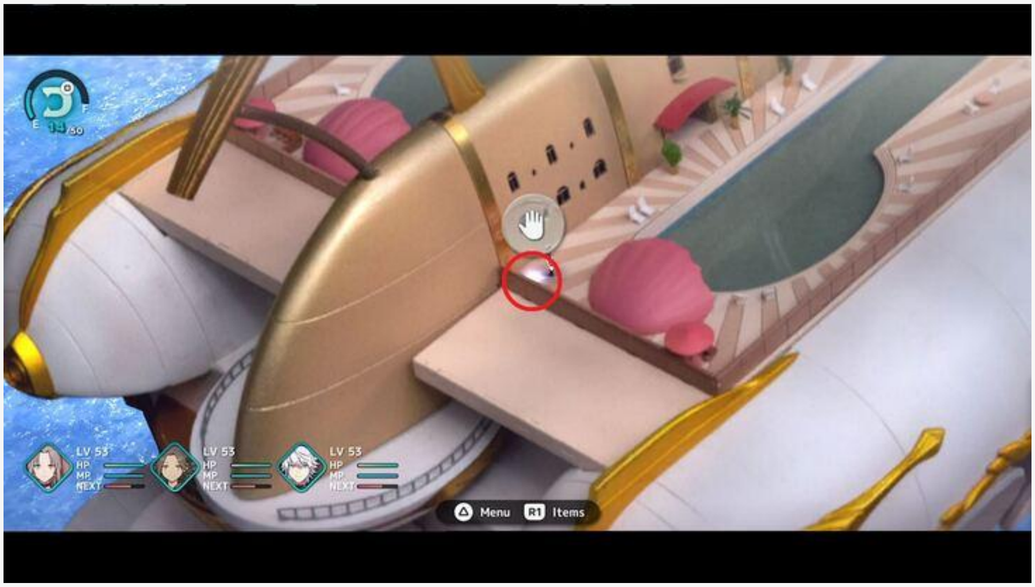
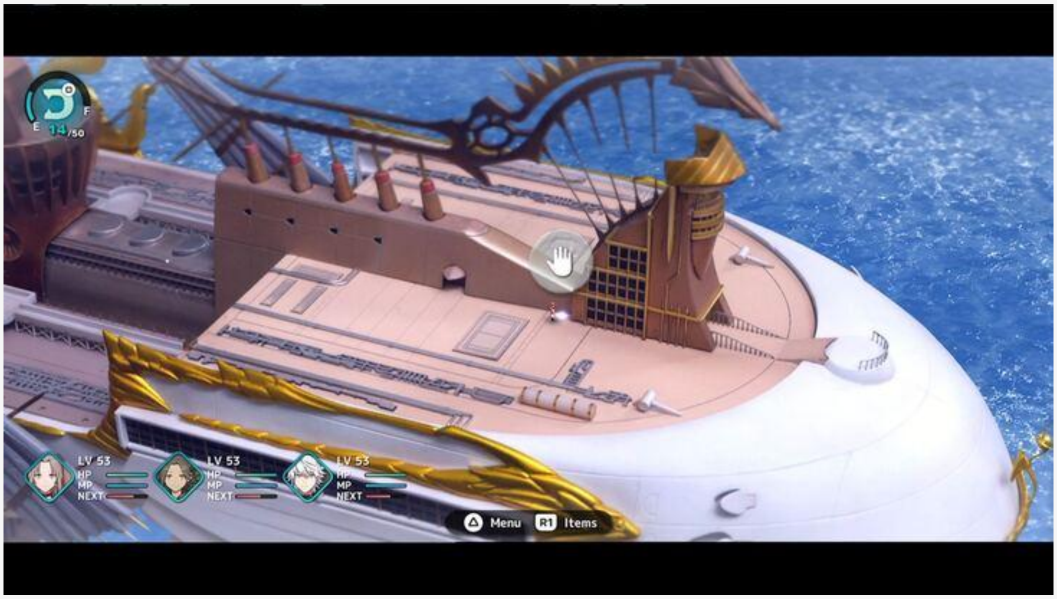
Menu
R1 Items

Uzra

#	LOCATION
1	Outside the Hall, in the pool area, check the corner to find it.
	
2	On the outside of the Uzra (called Bow near the bridge) you can find this just next to the door.
	

Cinderella Tri-Stars Location Guide

我ら
シンデレラ三連星
We are...the Cinderella Tri-Stars!

Throughout the game we meet a group of very unique individuals called the **Cinderella Tri-Stars**. The Cinderella Tri-Stars is a sidequest that we start pretty early on in the game (right before leaving En) and it takes us until the very end of the game to complete this. For this sidequest we are indeed fighting the Cinderella Tri-Stars over and over. Each time we see their mark we know it's them.

So, what do we get for beating them? Well, to begin with we've got to fight them 7 times (8 if you count the very last one) and after each fight we get a **Cinderella Badge**. These go from **I** all the way up to **VII** and we need to collect them all in order to trigger the final fight. Each fight gives us nothing, but at the end of the sidequest we get to unlock the Altar.

The Altar is located near the end of one of the final dungeons in the game and it allows us to play New Game +. Yeah, without fighting them NG+ is non existent. This sidequest unlocks the area where we can start NG+ (which by the way, we don't need to finish the game in order to start) and we get the item that allows us to actually trigger NG+.

And with that little explanation over, let me go over their locations and a brief explanation of their fights, just like I did in the main guide. All of these will be excerpts from said guide.

NOTE: only the first couple of fights are mandatory and all the rest can be skipped (I believe). Also note that these HAVE to be in order since they basically tell you where they're going to be waiting for you.

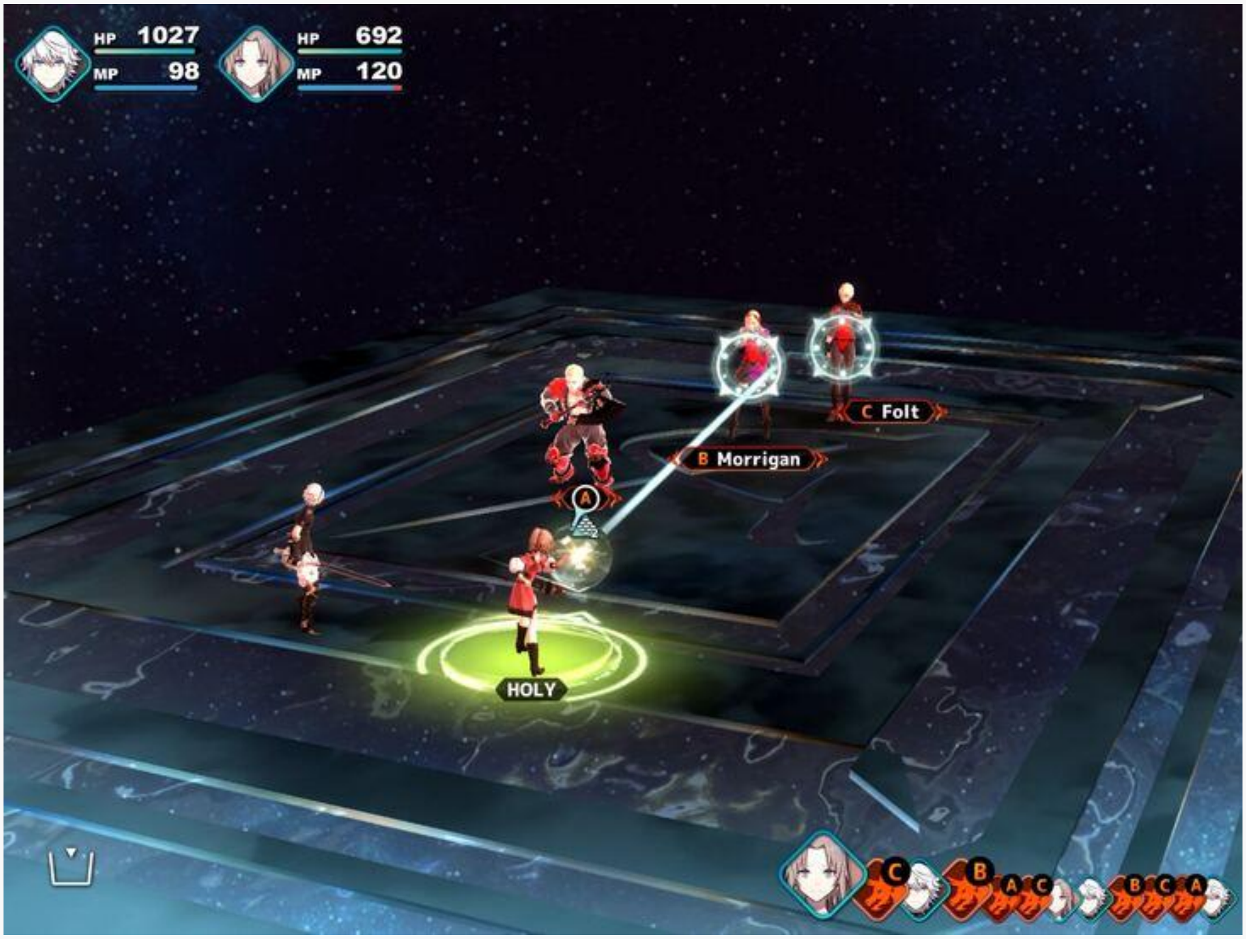
And with that little note out of the way, let's do this!

Cinderella Badge I

- **Location**: En

We are going to be in a fight against them. This looks like a boss fight, but it really isn't. We'll be fighting all 3 of them at the same time, but there's a little trick: Dotty is the guy with the large axe and functions as the tank or shield for the other two. This means that Leo can't attack the ones in the back because of him. For this we need to use Kina to start dealing damage to the both of them, Morrigan and Folt. Dotty has the most HP at 2000, but the other two have 1200 and 880 respectively.

Like I said above, you'll want to attack both Morrigan and Folt using Holy. You can actually attack both at the same time if you line up Holy.



As for attacks, they only perform regular attacks that hit anywhere between 30 and 45 to Leo, while they do a bit more to Kina, but still nothing to worry about. Have Kina cast Holy over and over while Leo scans the enemies (starting with the two in the back) and after a couple of turns Dotty will drop the guard, letting you use Leo's slash to attack all 3 at the same time. At this point the guys in the back should be dead (or almost dead). Afterwards simply attack Dotty with regular attacks until you defeat him as well.

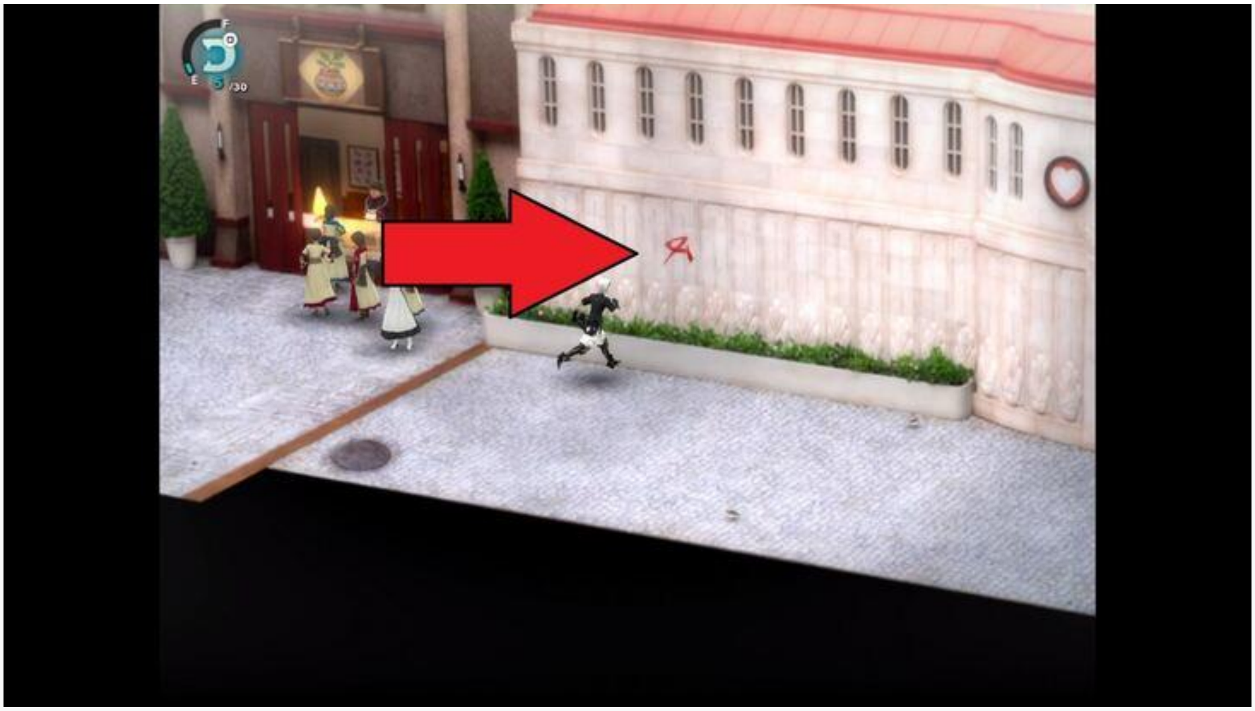
Cinderella Badge II

- **Location**: Midi Toy Box

This fight is practically the same as before only that the two in the back will be focusing on Cheryl. Make sure to keep her healthy at all times. I recommend you have Cheryl and Kina to use Holy and Ice to hit both Morrigan and Folt in the back. Leo should have Helm Bash. You can use this attack to actually damage Dotty and his guard. The damage you do is minimal so it's not really worth the MP you use. Instead have him focus on healing Cheryl and keeping her alive. Once Dotty stops guarding, use Samidare to deal tons of damage. Not a hard fight at all, especially after the Salamander.

Cinderella Badge III

- **Location**: Vibra



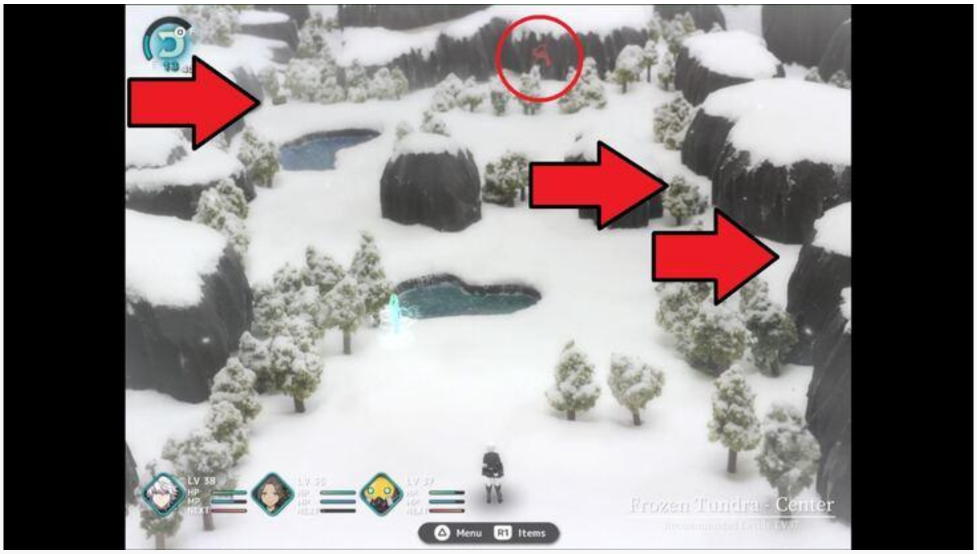
Yeah, this is basically the same exact fight as before with ONE big difference. They summon 4 **Hades** machines to help them fight you. As the fight starts you'll see that the Hades enemies do a ton of damage (around 700). They can also use **Time Bombs**, which drop a bomb on your feet and explodes after 3 turns. You need to use a **Bomb Kit** item to get rid of the bomb and still, even after using it, it's not 100% guaranteed to work.

At first this might freak you out because the amount of enemies (7 total) and the damage they do is high. Don't worry. After a couple of turns the Hades will go crazy and attack the Cinderella Tri-Stars like 80% of the time, occasionally attacking you as well. Yeah that's right! The Hades will start attacking the other enemies, which is very nice. Knowing this, focus on damaging as many enemies as you can throughout this. They'll be like this for the rest of the fight, but you don't want to kill all Hades (or all the Cinderella) at the same time because they'll start attacking you instead.

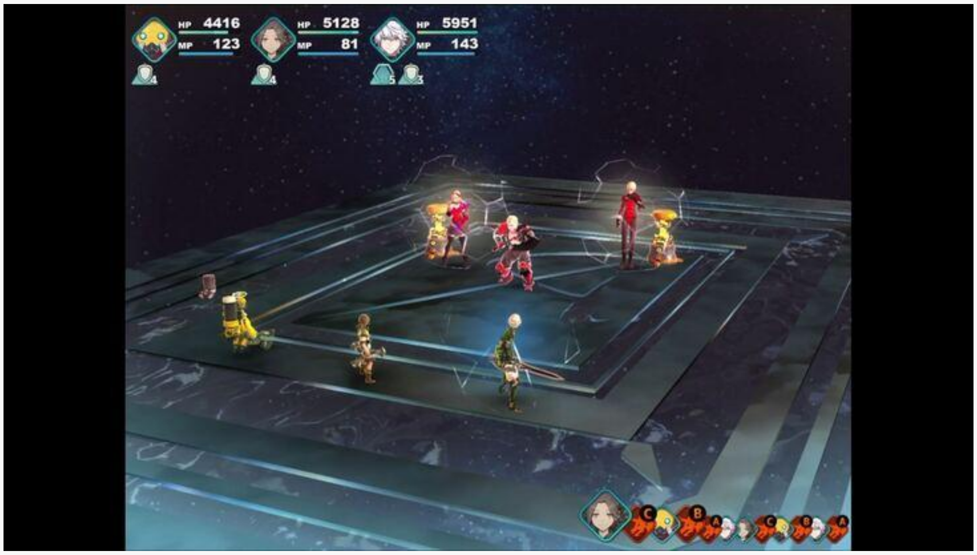
Use skills like Leo's Fire Slash, Zinikr's Punch, and Ez's Terra Grenade. If you're having a hard time at the beginning of the fight, have Ez use Guard Up All to increase your DEF and have Leo focus on healing until they start fighting each other. Not a tough fight at all, except maybe for the beginning.

Cinderella Badge IV

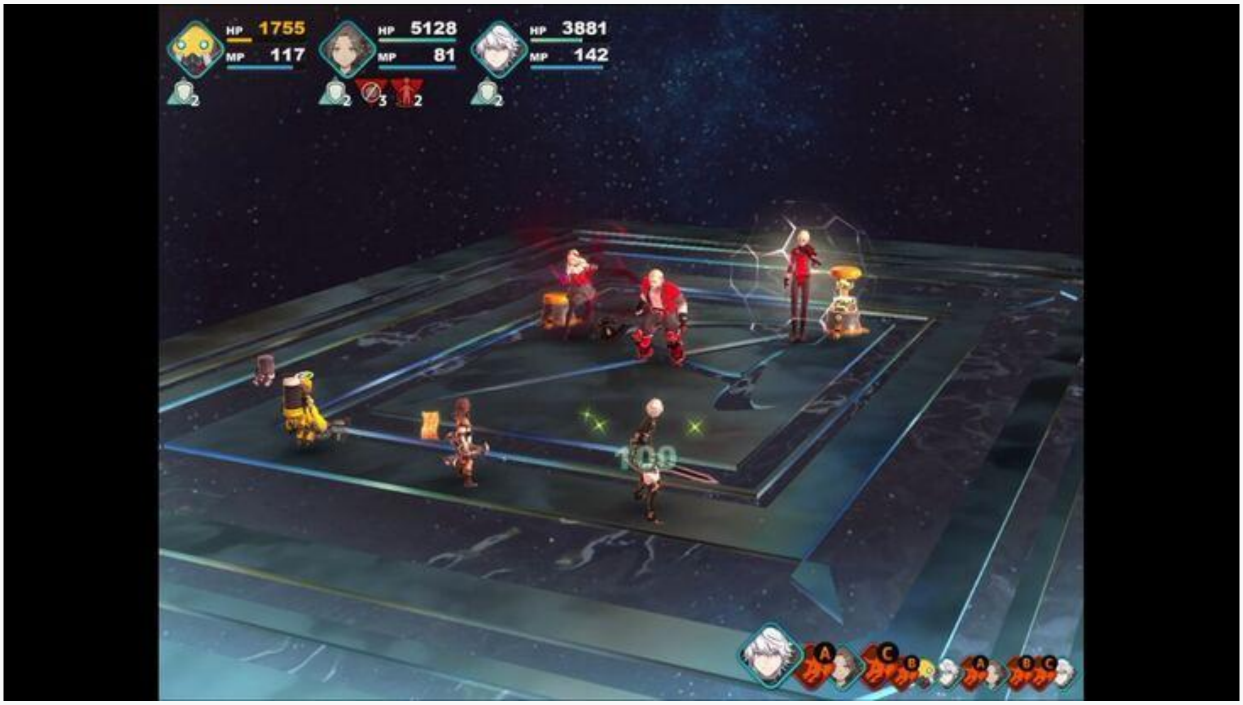
- **Location**: Frozen Tundra



This fight is not hard at all (just like all the previous ones), but yet again they have a little gimmick that makes it unique. They have a pair of barriers to protect them from your attacks, which they call "The Rock". Both Morrigan and Folt get a barrier and Dotty doesn't get one, probably because he guards a lot.



Anyway, the barrier will go down after a couple of turns so use the first couple of turns to put up a barrier and increase defense. When they do go down you'll want to go ham on them, mainly on Morrigan. The reason is because her barrier doesn't come up anymore, BUT you'll want to be extremely careful because she'll get this red aura and inflict Berserk on a party member.



You want to be extremely careful here and heal that Berserk ASAP. The reason is because anyone who attacks Morrigan while the red aura is up will instantly die. Yeah, horrible. Of course, if the character with Berserk gets their turn right after Morrigan is like this and attacks her... well, not much you can do here. Just revive immediately and continue.

But that's about it for the gimmick. For Folt's barrier you'll have to attack it a couple of times to bring it down, but then you can deal tons of damage before he brings it back up. As for Dotty, he's the same as usual haha.

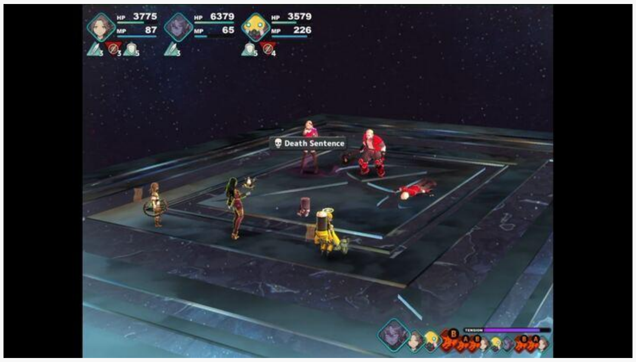
Cinderella Badge V

- **Location**: Hidden Valley

Yes, we're back in a fight against these guys. This time it's a bit different. They brought the 2 barriers with them again, but this time it's Folt and Dotty who're using them. Oh? Of course Morrigan gets upset because she doesn't have her barrier but Dotty will give her this potion that makes her invincible. Yep, any attack will deal 0 damage... for now.

Anyway, our main target here is to destroy one of the barriers to bring them both down. Once you do of course you'll be able to attack and damage both Dotty and Folt, but Morrigan will continue being invincible. What you want to do is to take out Folt first. Ignore the other 2 and focus 100% on Folt. The reason for this is that not only does he buff Morrigan, but it loves inflict status effects on you like Seal, Mist, and Sleep. Very annoying. Bring a jewel equipped to help with these, especially to nullify sleep if you have it.

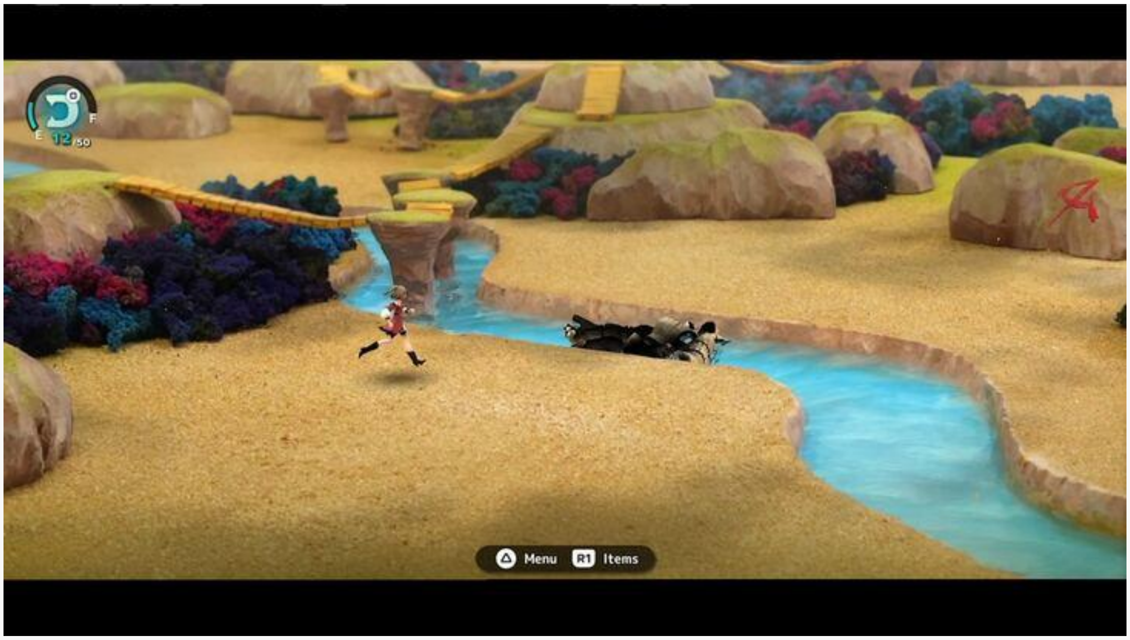
Other than that, use your strongest attacks on him (Samidare Fire +1, Arrow Rain) and keep yourself healed while you do so. Dotty still hits like a truck, even more so than before so you'll need to do a bit more healing. As soon as Folt is down the potion that was placed on Morrigan will stop working. In fact, it'll even give her **Death Sentence**, which basically means you can ignore her for the rest of the fight.



Your only target now is Dotty. He remains the same, but once Morrigan goes down he'll use a potion to restore 15,000 HP and get DEF up. He actually did this twice in a row, which practically fully healed him. From here on out he'll only do powerful attacks that hit for around 3500 dmg. to all party members, much less if you have DEF up and a barrier. Not bad. And that's basically all he does for the remainder of the fight. Very simple.

Cinderella Badge VI

- **Location**: Ancient Hill



You need to have completed the sidequest The Golem's Revival in order to get to this fight.

The fights against them are never really that big of an issue or something you should be afraid of, unlike boss fights. This time is the same. The fight starts with Folt using a new attack with his violin. This attack hits the party 8 times randomly. It doesn't do much damage (around 500 per hit) since the hits are shared among the party. It also summons 9 Ribbidons... that run away.

These ribbidons still have the usual low HP so a single use of Valrika's Arrow Rain should be enough. That is, however, after the first batch of ribbidons he summons because the first ones flee. He'll continue to use his violin attack to attack you and summon more ribbidons, and some of them will stay. If they do you can even use Ez's Vacuum to suck them all in near the Cinderella so Valrika can also attack them.

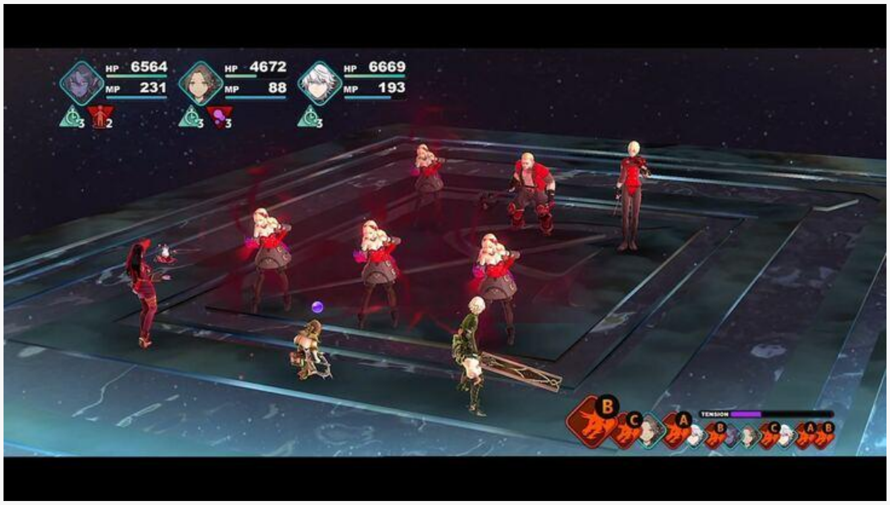
The one thing you still want to be careful of is Morrigan's attack where she'll counter your attacks with Death, and it also inflicts Berserk on a party member. Try and curing it ASAP so they don't accidentally attack her and die (she's glowing red during her counter). I recommend you focus first on Folt, then Morrigan, and last Dotty.

Cinderella Badge VII

- **Location**: Nameless Island

Just to get it out of the way, you'll want to deal with Folt first. His status ailments are very annoying to deal with so he has to go first. He'll be using Curse throughout the fight so, unless you equipped the jewels, he'll be extremely annoying. He can also seal a party member, which will force you to use an item to cure it. Ez is the only one that can continue using his skills so make sure to keep him in the party.

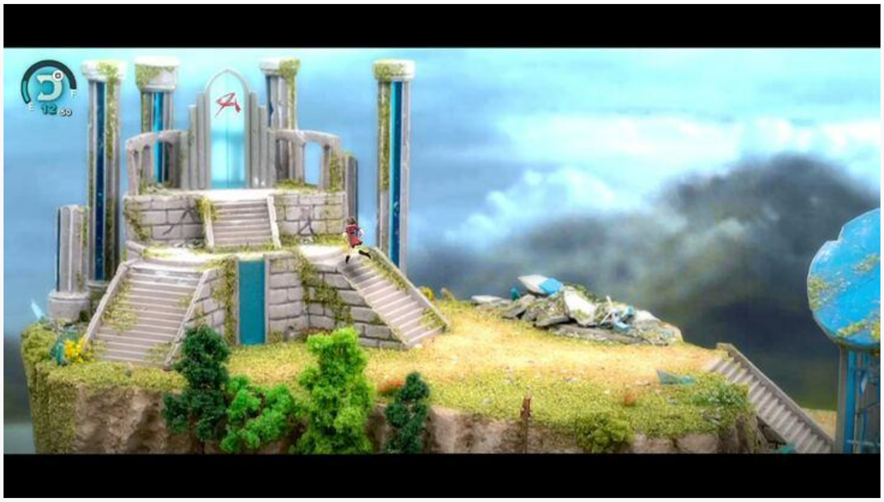
This fight is pretty much the same as the previous one, only that Morrigan will inflict Poison to the person she attacks and has a new attack where she'll split into 4, sending 3 Morrigan copies to the front. She also uses her Death-counter with all of them and cast Berserk on a party member. They kind of mess with your head when Dotty says he knows which is the real one. **DON'T** attack any of them as they all can counter your attacks and kill you instantly.



One final new attack is also from Morrigan. She's charging a powerful attack and releases a 4 hit attack on a party member. This can deal up to 1300 dmg. per hit, which can be deadly. Keep DEF up on your party and ATK down on her to mitigate the damage.

Final Fight

- **Location**: Shangri-La (Altar at the top of the second screen)



You can only activate this if you have all 7 Cinderella Tri-Stars badges, which you should at this point (the one we get at the Nameless Island is the last one). They tell us this is the last time, and that they hope we're ready for this last fight.

During this fight, they'll be basically using every little trick they've been using so far during their previous fights. They have their barrier machines behind them that give them a 20-hit barrier, they have the 2 little robots called **Hades 2.0**. These have 15000 HP each and they like to buff the Cinderella with ATK and DEF up. Luckily it's only one at a time.

Morrigan's attacks poison your characters, Folt can curse you and can release his ribbidons (as well as attack you with the violin from the previous fight) but this attack will now hit for like 800-900 per hit. Dotty will continue to do his regular attacks, and sometimes guard to prevent damage. Do be careful because he has his attack that hits all party members 4 times for around 1500 damage each. DEF up AND ATK down on Dotty is a must to survive this attack.

This fight is, again, not so bad. Bringing your Curse-preventing jewels is one of the best things so you can continue healing. Ez's Vacuum is fantastic because you can suck in all the ribbidons and the Hades 2.0 near Dotty, then use Valrika's Arrow Rain to deal tons of damage AND get rid of the barriers.

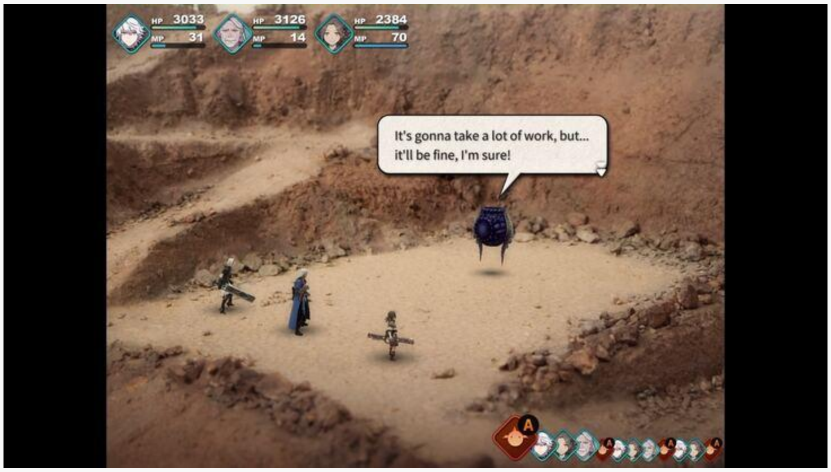
Final Thoughts

And that about wraps up the sidequest! After the fight the Altar will open up, requiring the item **Tachyon Medal** in order to start NG+, which you can get HERE (near the end).

In the end, we also get 3 chests to open up, and one of these pieces of equipment is amazing (looking at you Holy Belt!). Hope you enjoyed this! On to the next adventure!

Funi Location Guide

Funi, Funi, Funi. These little enemies are both a blessing and a curse! Throughout the game you'll encounter these little enemies called **Funi**, which are little monsters living in a pot.


HP 3033
MP 31
HP 3126
MP 14
HP 2384
MP 70
It's gonna take a lot of work, but... it'll be fine, I'm sure!
A

They ask you for items in order to give you something very good. The items they ask for are incredibly easy to find (Potion Ss, Ether Ss, any Elemental Fragment, etc.) and you get a certain kind of jewel out of it, usually one that helps you with elemental resistances.

There is a catch here, however. Yes the Funi does as you for an item, but it also wants you to attack it. You need to deal a certain amount of damage before you can get your item, and this happens twice. This powers up the jewel you receive even more, but the second time he asks for items and to be attacked, the damage you need to inflict shoots up exponentially. They do give you a couple of turns to do this.

For example, the Funi asks you for a pair of items. You give them to it and in turn they ask you to deal Lightning damage to it. Doing this will get you, let's say a Ruby M. If you stop right here this is what you get, but it asks if you want to continue. Doing so (giving it more items and attacking it more) will net you a Ruby L. Of course, the damage you need to inflict is either double or triple what you fight dealt.

And what happens if you don't inflict enough damage? Well, after a couple of turns, if you fail to do so, the Funi will get mad and start attacking you. They are EXTREMELY fast and strong. Early on in the game they can probably kill a party member in 2 hits, which is not fun at all! You'll have to make the call and see if you can do enough damage for the second tier item, if not simply stay with the first one.

How to farm Funi?

A big **NOTE** here, Funi cannot enter the Dimengeon Machine, which means that you can run around an area with your machine on and if you get into a fight, you get into a Funi fight. Remember this as this is the way to farm these guys, in case you want to. Throughout the game you'll be able to upgrade your Dimengeon Machine, eventually reaching a whopping 50 monster cap.

To farm these guys you want to be in areas where you've already encountered all the enemies. Save your game at the desired area and start running around. The Dimengeon Machine will start filling up.

If you enter a fight you caught yourself a Funi. If it doesn't trigger and you're getting close to the cap, reload your save file and try again. The reason we do this is because we don't want to fight any enemy except Funi, and since they can't enter the Dimengeon Machine, starting a fight means that it's a Funi. Easy enough, ya?

Locations

So here we go. I will have a table down below with all the kinds of Jewels you can get from them and where to get them.

JEWEL	FUNI LOCATION
Ruby Quartz (ATK up)	Ancient Hill, Mountain Path
Emerald Quartz (DEF up)	Ancient Hill, Mountain Path
Pearl Quartz (HP up)	Ancient Hill, Mountain Path
Opal Quartz (MP up)	Ancient Hill, Mountain Path
Garnet Quartz (Fire RES up)	Path to Maxi Toy Box (between Vibra and the Toy Box itself), Elemental Trials Labyrinths
Sapphire Quartz (Ice RES up)	Path to Maxi Toy Box (between Vibra and the Toy Box itself), Elemental Trials Labyrinths
Amethyst Quartz (Lightning RES up)	Path to Maxi Toy Box (between Vibra and the Toy Box itself), Elemental Trials Labyrinths
Amber Quartz (Earth RES up)	Path to Maxi Toy Box (between Vibra and the Toy Box itself), Elemental Trials Labyrinths
Diamond Quartz (Holy RES up)	Path to Maxi Toy Box (between Vibra and the Toy Box itself), Elemental Trials Labyrinths
Onyx Quartz (Dark RES up)	Path to Maxi Toy Box (between Vibra and the Toy Box itself), Elemental Trials Labyrinths
Rose Quartz (Poison NULL)	Chaos Lakes, Merchants Guild
Snow Quartz (Petrification NULL)	Chaos Lakes, Merchants Guild
Citrine Quartz (Sleep NULL)	Chaos Lakes, Merchants Guild
Blue Quartz (Elemental Weakness NULL)	Nameless Island
Iolite (Survive fatal attack with 1HP)	Nameless Island
Cat's Eye (Revive after killed)	Nameless Island
Old Coral (Increase Healing potency)	Nameless Island

Void Realm Guide

The dreadful Void Realm. This is an area of super powerful bosses where the lowest boss level is 65. Yes, the bosses here are even stronger than the final boss of the game. There are also 3 layers of this Void Realm, each getting increasingly harder.

How to access Void Realm

Void Realm is a completely optional area where there's nothing but boss fights. To access this place you need to complete a couple of steps.

- You need to complete the Cinderella Tri-Stars sidequest. It's a sidequest you start at the beginning of the game and it ends once you're getting close to the end. One of the longest sidequests in RPGs ever. Upon completing this sidequest the Void Realm is unlocked and you can see it on top of the Human Realm when you try to warp.

Preparations

Well, for preparations you mostly just need levels, and a lot of them haha. There 3 levels of this realm and each level has a "recommended" level you should be at:

- Outer Void Realm - lv60
- Middle Void Realm - lv80
- Inner Void Realm - lv99

Yes, this place is no joke! If you're like me, I finished the game around lv58 so the grind was real!

For this, it's totally possible to complete the Outer Void Realm at lv60-65, but I personally highly recommend you play through New Game + in order to get a lot more levels, since your experience will remain the same, meaning you'll be able to level up "normally" as you play through the game again. Click the link below for more info about NG+.

- New Game + Information

Outer Void Realm

Coming in to the Outer Void Realm, we're in a "ghost" version of En. We cannot talk to any of the people here or anything so don't even bother trying.

Anyway, throughout your time here you'll have to fight 4 bosses total. At the start you only need to fight 3 of them to make the 4th boss appear, which is the main boss.

The bosses appear at random throughout the area and you can start these fights by checking out the crystals floating around. These are the same exact as those we found in the Uzra when we were stopped in time.

Also, throughout the area you can find several **Elixir**. I believe these are located at random so keep your eyes peeled for these.

Anyway, for the boss fights they are also random. From what I've seen so far, you can get 3 of the following bosses:

- Eternal Darkness
- Venom Salamander
- Frostian
- Money-Making Tree
- Golem
- 300 Enemies (hoard fight)

Yeah, you can get any of these fights when you examine one of these crystals. The good thing is that the fights remain practically the same, only that much tougher of course. The bosses are higher level, but so are you.

Once you've done 3 of these fights we need to fight the big boss, the main boss of the floor. This boss is none other than Yim. Yes, when you scan the boss it's just Yim, but this is practically the same fight as the one we had in the Uzra. The link with the strategy I previously used will be below.

- Shadow of Yim Boss Fight

After the fight you will get some **Void Marbles**. These allow you to upgrade your weapons (once you've max upgraded them with your Deus Augite). Note that you can come back and continue fighting bosses here and get more Void Marbles, but they get progressively stronger.

Also, the **Middle Void Realm** is unlocked, but that's 1000% made for New Game +.

Middle Void Realm

Welcome back to the Void! We are now, instead of running around in En, we are now actually running around in West Vence. Similar to our visit to the Outer Void Realm, we have to go through the area and fight bosses in order to make the big boss appear. Amongst the bosses you can find here are:

- Giga Minotaurus
- Titanic Serpent
- Cerberona & Phoenica
- Infernal Mechteria Blob
- Radiant Puppet

Once you've dealt with 3 bosses, again the big boss fight is against Yim... again! I will leave her strategy down below, which is the same exact boss as before.

- Shadow of Yim Boss Fight

There **IS** a couple of differences with this fight, but not big enough to have to change our original strategy. First of all, a smaller change, is when she creates her little clones or shadows of herself. She shuffles just like before, but this time MUCH faster. Before she would give you a couple of seconds so you could start tracking her, but now she starts shuffling herself immediately. Just like I recommended before, if you're playing on your iPhone or iPad or whatever, record this fight. Record until she does this. Stop your recording and go look at it to follow it close it. Heck, transfer the video to your PC and play it in slow mo.

Ok, for the second change is a new attack. Well, technically it's not new, but you see this only during the Jas the Absolute fight, which is the final boss. This attack is the **Black hole**. She summons a Black Hole and this thing, when its turn comes, it sucks a character in prevents it from taking any action until you destroy the Black Hole. This hole is weak to Holy so Zinikr's Radiance Strike can take it down in one hit. Kina's Radiance also deals a good chunk of damage so make sure to use her.

So overall this fight is not so bad. It sounds horrible because of the level, but at this point you should be roughly the same (or probably even higher).

And again, after the fight we'll get some **Yim Tears**. These are for upgrading our weapons to the max, to the final stage. There will be no stronger weapons after upgrading them with Yim Tears. Also, the **Inner Void Realm** is unlocked.

Inner Void Realm

We are in the final area of the Void. The strongest of the strongest are here. This time around, we're running around the Town Center in Vibra. Same old stuff here: fight bosses to make the big boss appear at the end. Amongst the bosses we have:

- Vam the Destroyer
- Jas Second Fight
- Cinderella Tri-Stars

Yes, we're fighting the Cinderella Tri-Stars here as well! The fight is probably the easiest out of the 3. The fight you're going to enjoy is actually the final boss fight... against Yim again! At this point I'm not even going to link it, but you can find it up above.

Anyway, this fight against Yim starts out pretty similar to the one we had in the Middle Void. She uses her Black Hole to suck in a character and prevents them from taking a turn. The difference with this fight however, and what takes it to the next level, is her new "attack", **God of Nihility**.

This is not necessarily an attack, but rather she summons both Jas and Vam to fight alongside her. Yep, all 3 Gods in one fight, at the same time. Luckily for us these guys have around 80000 HP and not their normal HP.

For the start of the fight you want to fight Yim as you normally have, but keep in mind that once Yim's HP drops to 50% she'll summon both of these guys. Out the two, Jas is obviously your biggest threat. He uses his 2 powerful attacks **Deluge Of Blades** as well as **Magna Ray**. Vam also uses his sword attack so that sucks.

A couple of pointers here: you cannot debuff any of the three so ATK and DEF down is a nono against them. Your buffs, however, are extremely important, especially DEF up and SPD up. Also, I recommend you have Zinikr use Concentrate (maybe even Charge) and swap him out. Keep him out of the party until she summons a Black Hole, in which case you can bring Zinikr back in and immediately destroy it.

When the boys come out, focus on Jas first. Since he's the strongest, we need to take him out ASAP. Of course you don't just wanna focus on him and ignore Vam. When Vam brings out his swords you need to take care of them ASAP as well. For this is important that your Valrika has ATK up. That and her Arrow Rain are godly against the sword, as you may already know. Having Ez use a couple of Hyper Grenades is also great to deal some damage. if you can use 2 of them, that's 5400 dmg. to the swords, more than enough to destroy them (counting the Arrow Rain too that is).

When Jas starts his Magna Ray attack, you want to do the same as you did before, tank it. Bringing out your characters that can guard (Leo, Zinikr, and Kina) is a fantastic way to survive this attack. Have Kina heal the tank party before you switch them out. Also remember that Cheryl's crazy strong with her Blizzard Strike + Concentrate so make sure to keep on doing that!

SPECIAL THANKS to Area51 on YouTube for providing the video!

Equipment List

Leo Weapon Equipment List

Equipment Name	Stats	Ability	How To Find
Ceramic Blade	Attack: +10	EVASION UP 1 - Increases chance of evading an attack.	• Default equipped to Leo.
Long Sword	Attack: +20	None	• Purchased from the **Heavy metal [Weapon shop]** in En • Purchased from **Tidal Wave [Weapon Shop]** in West Vence
Knight Sword	Attack: +30	FIGHT (Piercing) - Fight now pierces, allowing multiple enemies to be targeted at once.	• Locked Chest in En - New District
Bloody Sword	Attack: +34	TURN ATTACK 1 - Slightly increases attack power on every turn.	• Mechteria Locked Chest in Uzra Engine Room
Enhanced Sword	Attack: +40 Defense: +3	None	• Purchased from **Tidal Wave [Weapon Shop]** in West Vence
General Sword	Attack: +50	FIGHT (Piercing) - Fight now pierces, allowing multiple enemies to be targeted at once.	• Room 301 in Royal Capital inside a Mechteria Locked Chest. • General System [Equipment Shop] in Chaos Realm
Ceramic Blade 2.0	Attack: +60	EVASION UP 2 - Greatly increases chance of evading an attack.	• Mechteria Locked Chest in Mini Toy Box
Mithril Blade	Attack: +70		• Purchased from Equipment Conversion Module at Secret Base
Nanomic Blade	Attack: +73	KILL ATTACK 1- Slightly increases attack power after defeating an enemy.	• Machine LockedTreasure Chest at Secret Base
Tyrfing	Attack: +85	GOD KILLER - Deals increased damage against divine enemies	• Dropped from defeating Eternal Holy
Colossal Blade	Attack: +95	DMG FLUX+ - Increases the damage fluctuation of the bearer's attacks.	• Treasure Chest at Shangri-La

Kina Weapon Equipment List

Equipment Name	Stats	Ability	How To Find
Oak Staff	Attack: +8	None	- Default equipped to Kina
Mage Staff	Attack: +16	MP UP 1 - Slightly increases maximum MP.	- Purchased from **Luxury Arms [Weapon Shop]** in Uzra
Witch Staff	Attack: +24	SLEEP (Chance) - Chance to apply Sleep when using the Fight command.	- Purchased from **Tidal Wave [Weapon Shop]** in West Vence
Owen's Staff	Attack: +32	FIGHT & MP 1 - Recovers a small portion of MP based on the damage dealt when using Fight.	- Given by Owen after Ancient Hill.
Staff Of Life	Attack: +30	FIGHT & HEAL - Fight cures an ally's HP instead of attacking.	- Mechteria Locked Chest in Uzra Engine Room
Poison Staff	Attack: +56	DEATH (high chance) - High chance to apply Death when using the Fight command	- Purchased from Equipment Conversion Module at Secret Base
Fool's Staff	Attack: +62	BEAST HUNTER - Deals increased damage against beasts.	- Machine Locked Treasure Chest at Path To Maxi Toy Box
Cursed Staff	Attack: +61	CURSE (High chance) - High chance to apply Curse when using the Fight command.	- Treasure Chest at Hidden Valley
Seeker Rod	Attack: +65	HP ATTACK 1 - Recovers a small amount of HP when dealing damage.	- Treasure Chest at Southern Forest
Angel Rod	Attack: +68 Defense: +5	MP ATTACK 1- Recovers a small amount of MP when dealing damage.	- Chaos Locked Treasure Chest at Vibra - Royal Capital - Main Street
Fairy Rod	Attack: +73	HP UP 4 - Dramatically increases maximum HP.	- Treasure Chest at Shangri-La
Ancient Staff	Attack: +65	COUNTER BREAK - Chance to apply Break when receiving damage from an enemy. Consumes MP.	- Complete The Golem's Revival Quest.

Cheryl Weapon Equipment List

Equipment Name	Stats	Ability	How To Find
Silver Ring	Attack: +22	None	- Default equipped to Cheryl
Silver Ice Ring	Attack: +28	ICE ATTACK 1 - Increases ice element damage.	- Found in Treasure Chest in Uzra
Platinum Ring	Attack: +33	None	- Purchased from **Tidal Wave [Weapon Shop]** in West Vence
Mithril Ring	Attack: +44	None	- Purchased from the **Heavy metal [Weapon shop]** in En
Protocol Ring	Attack: +42	MACHINE BREAKER - Deals increased damage against machine enemies	- Treasure Chest in Machine World
Ring of Eluned	Attack: +93	ELM WEAKENING NULL - Nullifies all elemental weaking effects.	- Chaos Chest in Maxi Toy Box - Underground - Cavern
Orichalcum Ring	Attack: +77		- Purchased from Equipment Conversion Module at Secret Base
Blast Ring	Attack: +84	FIGHT (Impact) - Fight now causes a shockwave that damages other enemies near the main target.	- Machine Locked Treasure Chest at Secret Base - Guest Room
Toxic Ring	Attack: +83	POISON (Chance) - Chance to apply Poison when using the Fight command.	- Talk to a man sitting on the fountain at Vibra - Royal Capital - Main Street and give him 30 Poison Apples.
Hyperspace Ring	Attack: +103	EXORCIST - Deals increased damage against demonic enemies.	- Treasure Chest in Communication Network.
Royal Ring	Attack: +95	MP->HP CONVERT 2 -Reduces maximum MP in exchange for dramtically increased maximum HP.	- Complete Long Live The Queen

Zinikr Weapon Equipment List

Equipment Name	**Stats**	**Ability**	**How To Find**
Iron Knuckles	Attack: +36	EARTH ATTACK 1 - Increases earth element damage.	- Default equipped to Zinikr - Purchased from the **Queen's Heart [Weapon Shop]** in Royal Capital
Metal Knuckles	Attack: +45	None	- Found in Treasure Chest in Royal Capital
Seashell Knuckles	Attack: +48	MACHINE BREAKER - Deals increased damage against machine enemies	- Complete quest Knuckles Development
Delta Knuckles	Attack: +54 Defense: +5	None	- Mechteria Treasure Chest in Midi Toy Box in East Vence
Ultra-Fists	Attack: +63	FIGHT (Combo) - Fight now hits multiple times.	- Purchased from Equipment Conversion Module at Secret Base
Venus Fists	Attack: +71	MP EVERY TURN 2 -Recovers MP every turn.	- Treasure Chest at Falcion Bypath
Ultimate Fists	Attack: +73	SPEED UP 2 - Greatly increases base speed stat.	- Complete quest Satisfying Sebastian

Ez Weapon Equipment List

Equipment Name	**Stats**	**Ability**	**How To Find**
Bronze Edge	Attack: +32	None	• Default equipped to Ez • Purchased from the **Queen's Heart [Weapon Shop]** in Royal Capital
Flying Ax	Attack: +40	None	• Found in Treasure Chest in Royal Capital • Purchased from the **Queen's Heart [Weapon Shop]** in Royal Capital
Quark Edge	Attack: +48	EVASION UP 1 - Increases chance of evading an attack.	• Mechteria Treasure Chest in Midi Toy Box in East Vence
Harpe	Attack: +58	BREAK (chance) - Chance to apply defense down when using the fight command	• Submit 2 Mechterite in Valrika's Laboratory.
Dragonfly	Attack: +36 ()	ATTACK+ (Escapes) - Increases attack power based on the cumulative number of times bearer has escaped from battle.	• Treasure Chest in Chaos Fields only accessible through the Wormhole.
Judgement	Attack: +60	DEATH (Chance) - Chance to apply Death when using the Fight command.	• Machine Chest in Maxi Toy Box - Underground - Cavern
Tri-Edge	Attack: +54	SLEEP (Chance) - Chance to apply Sleep when using the Fight command.	• Purchased from Equipment Conversion Module at Secret Base
Crush Edge	Attack: +63	CRUSH (Chance) - Chance to apply Attack Down when using the Fight command.	• Treasure Chest at Nameless Island
Carnwennan	Attack: +66	ALL AILMENTS NULL - Nullfies all status abnormalities	• Complete quest Merging Powers

Prickle Weapon Equipment List

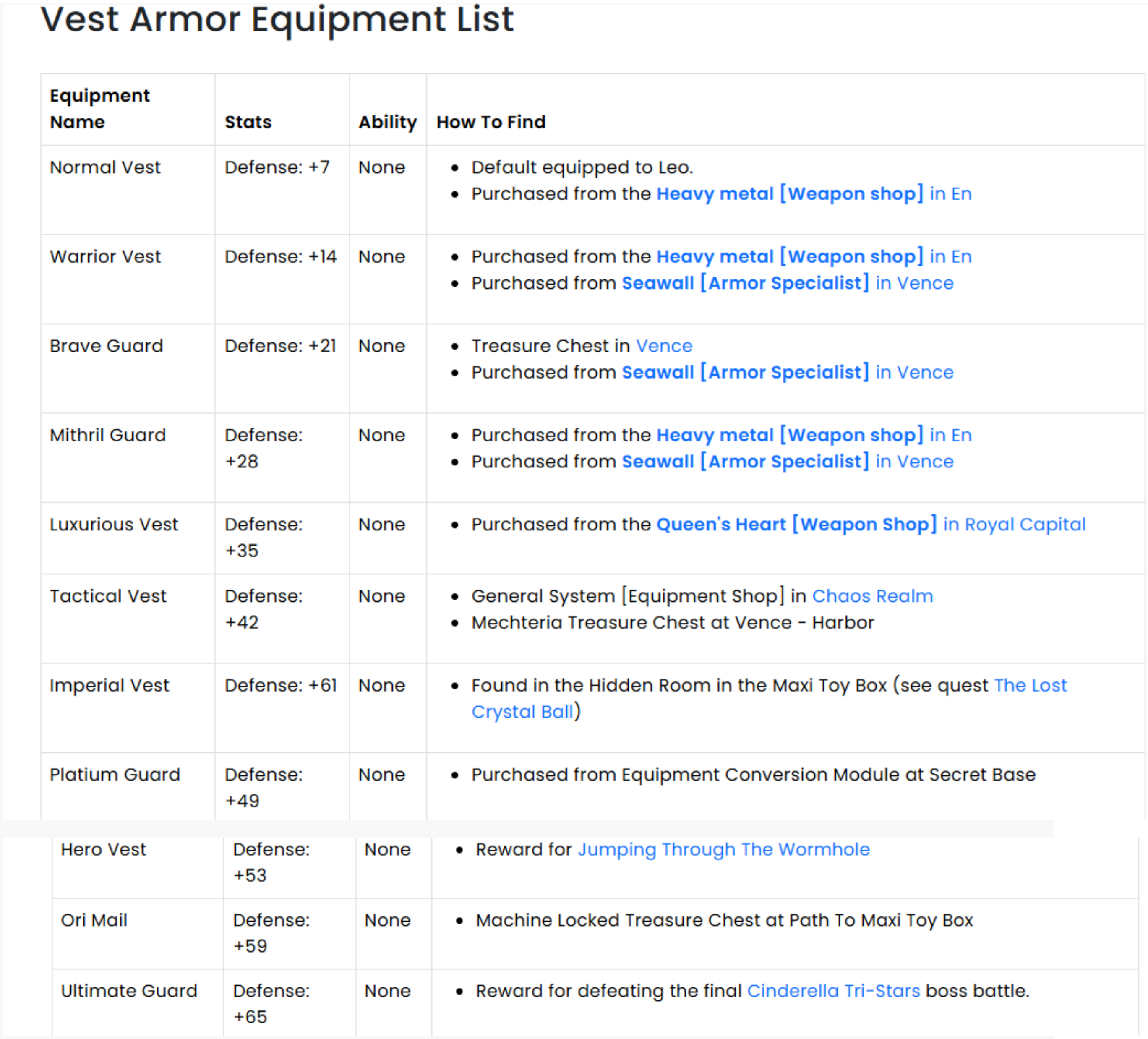
Equipment Name	**Stats**	**Ability**	**How To Find**
Assault Cannon	Attack: +56	None	- Default equipped to Prickle
Poisonthrower	Attack: +60	POISON (High Chance) - High chance to apply Poison when using the Fight command.	- Complete quest Treasure Mountain
Particle Gun	Attack: +63	CHAOS ANNIHILATOR - Deals increased damage against Chaos enemies.	- Machine Locked Treasure Chest at Secret Base - Guest Room
Hard Bullet	Attack: +68	COUNTER - Chance to retaliate with Fight when receiving damage from an enemy.	- Find all 10 Missing Robots
Siegfried	Attack: +74	REVENGE - Increases damage inflicted on the last enemy to attack this character.	- Treasure Chest at Shangri-La
Positron Blaster	Attack: +67	COUNTER CRUSH - Chance to apply Crush when receiving damage from an enemy. Consumes MP.	- Complete Omega Quest

Valrika Weapon Equipment List

Equipment Name	**Stats**	**Ability**	**How To Find**
Chaos Globe	Attack: +63	None	- Default equipped to Valrika
Sealed Grimoire	Attack: +67	Defense UP 1 - Slightly increases defense.	- Locked Machine Chest in Leo's House Attic
Sacred Stone	Attack: +65	BERSERK NULL - Nullifies the Berserk effect.	- Reward for jumping through the Wormhole
Soma Stone	Attack: +70	MECHTERIA BREAKER - Deals increased damage against mechteria monsters.	- Treasure Chest at Chaos Cavern
Thanatos Globe	Attack: +71	DEATH NULL - Nullifies the Death effect.	
Grace Globe	Attack: +75	MP EVERY TURN 2 - Recovers MP every turn	- Chaos Locked Treasure Chest at Bernardo's Laboratory
Anima Globe	Attack: +92	Increases attack power based on the cumulative number of enemies defeated.	- Find 4 Missing Robots
Growth Crystal	Attack: +68	SPEED UP 2- Greatly increases base speed stat.	- Complete quest Using The Crystal Ball

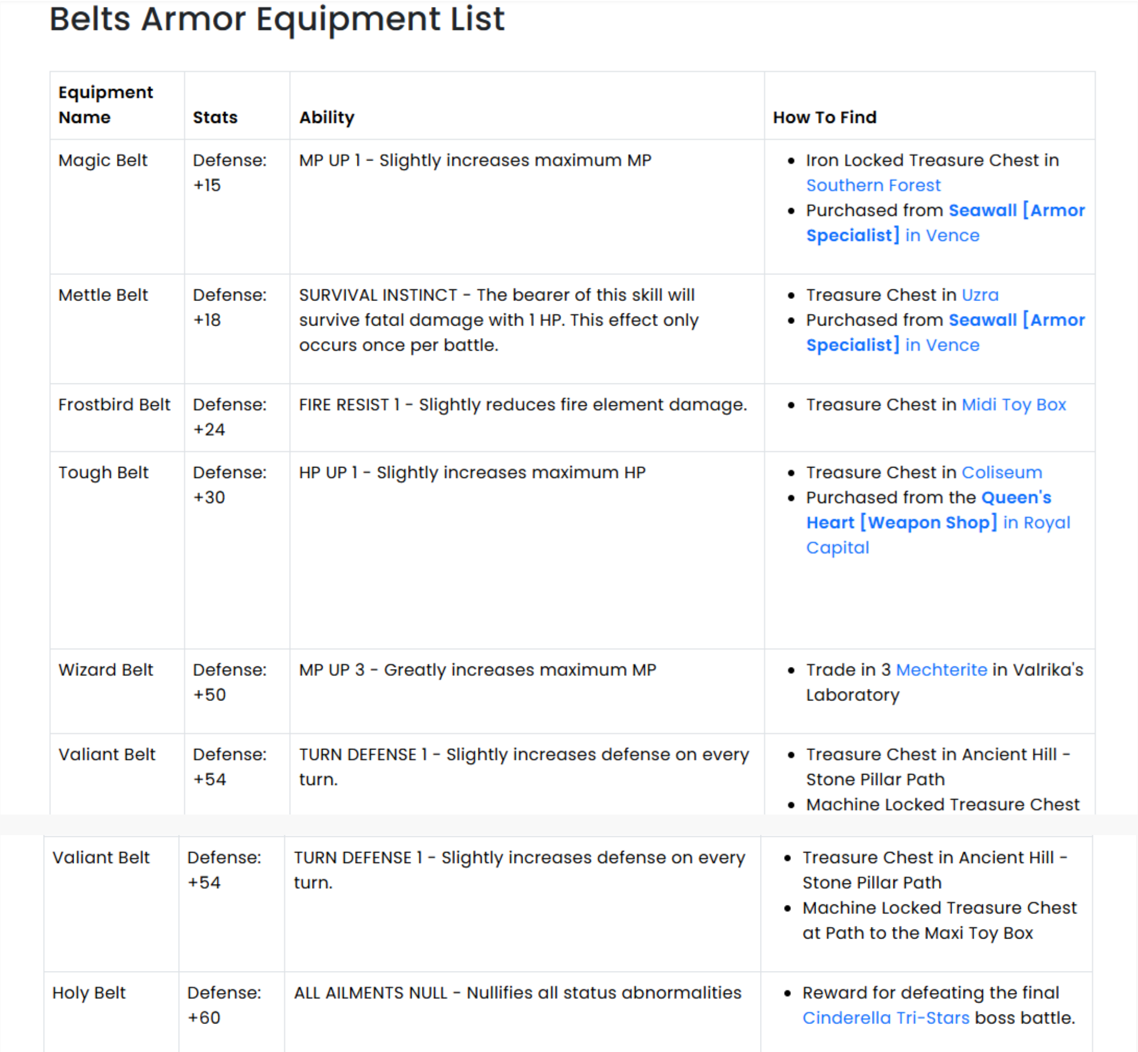
Tan Weapon Equipment List

Equipment Name	Stats	Ability	How To Find
Soul Light	Attack: +83	INORGANIC BUSTER	- Default Equipped
Lantern Of Corruption	Attack: +81	HUMAN COMBATANT - Deals increased damage against humans	- Locked Machine Chest at Thaumatech Factory - Entrance Floor
Trinity Light	Attack: +83	ALL OR NOTHING -The bearer's attacks will always be either a critical hit or a miss.	- Locked Machine Chest at Leo's House Lab Room.
Lantern Of Prayer	Attack: +88	FIGHT & HP 1- Recovers a small portion of HP based on the damage dealth when using	- Complete quest Calling All Sea Dogs
Machinery Light	Attack: +93	AUTO BARRIER -Automatically casts Barrier at the start of every battle.	- Treasure Chest at Heart Of The Infestation
Light Of Judgement	Attack: +102	SPEED UP 2 - Greatly increases base speed stat.	- Treasure Chest at Shangri-La
Majestic Lantern	Attack: +93	HP UP 4 - Dramatically increases maximum HP.	- Complete quest Metal Ribbidon



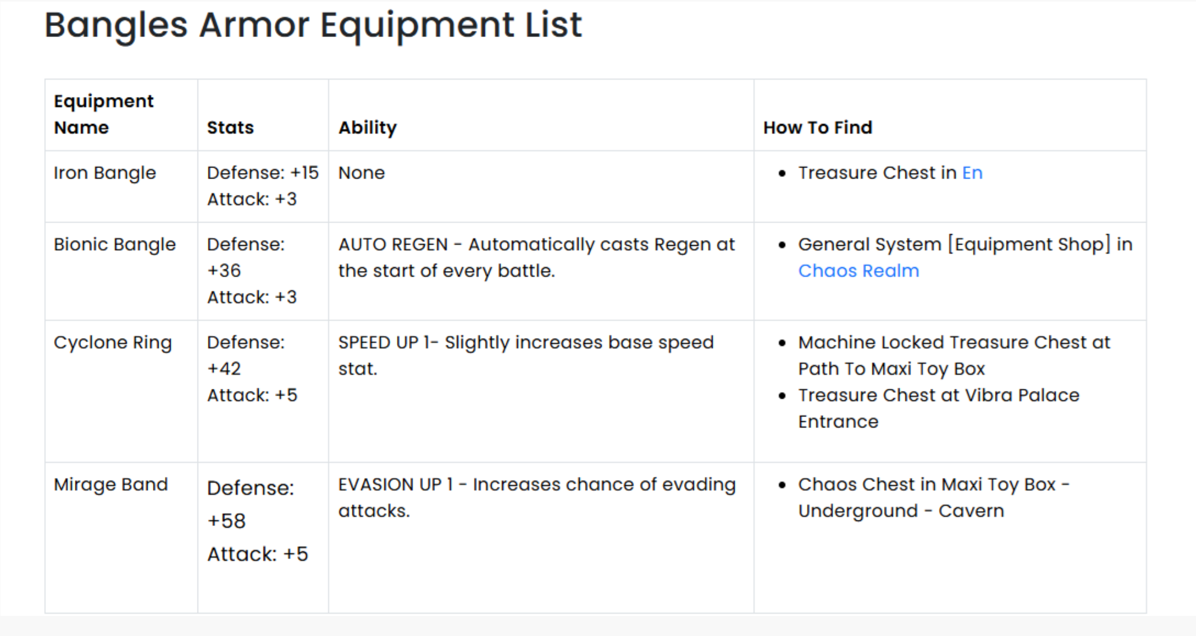
Vest Armor Equipment List

Equipment Name	Stats	Ability	How To Find
Normal Vest	Defense: +7	None	• Default equipped to Leo. • Purchased from the **Heavy metal [Weapon shop]** in En
Warrior Vest	Defense: +14	None	• Purchased from the **Heavy metal [Weapon shop]** in En • Purchased from **Seawall [Armor Specialist]** in Vence
Brave Guard	Defense: +21	None	• Treasure Chest in Vence • Purchased from **Seawall [Armor Specialist]** in Vence
Mithril Guard	Defense: +28	None	• Purchased from the **Heavy metal [Weapon shop]** in En • Purchased from **Seawall [Armor Specialist]** in Vence
Luxurious Vest	Defense: +35	None	• Purchased from the **Queen's Heart [Weapon Shop]** in Royal Capital
Tactical Vest	Defense: +42	None	• General System [Equipment Shop] in Chaos Realm • Mechteria Treasure Chest at Vence - Harbor
Imperial Vest	Defense: +61	None	• Found in the Hidden Room in the Maxi Toy Box (see quest The Lost Crystal Ball)
Platium Guard	Defense: +49	None	• Purchased from Equipment Conversion Module at Secret Base
Hero Vest	Defense: +53	None	• Reward for Jumping Through The Wormhole
Ori Mail	Defense: +59	None	• Machine Locked Treasure Chest at Path To Maxi Toy Box
Ultimate Guard	Defense: +65	None	• Reward for defeating the final Cinderella Tri-Stars boss battle.



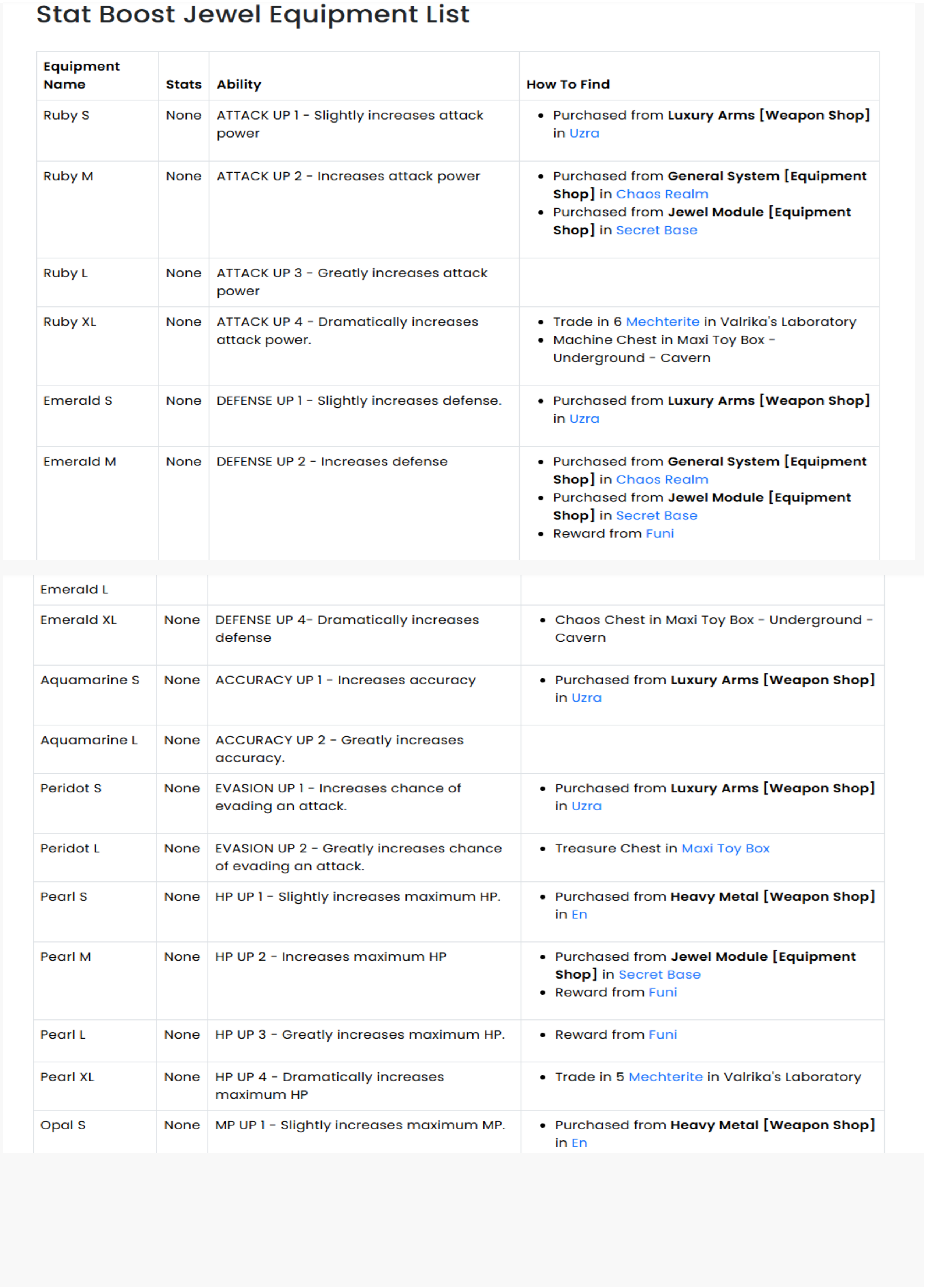
Belts Armor Equipment List

Equipment Name	Stats	Ability	How To Find
Magic Belt	Defense: +15	MP UP 1 - Slightly increases maximum MP	• Iron Locked Treasure Chest in Southern Forest • Purchased from **Seawall [Armor Specialist]** in Vence
Mettle Belt	Defense: +18	SURVIVAL INSTINCT - The bearer of this skill will survive fatal damage with 1 HP. This effect only occurs once per battle.	• Treasure Chest in Uzra • Purchased from **Seawall [Armor Specialist]** in Vence
Frostbird Belt	Defense: +24	FIRE RESIST 1 - Slightly reduces fire element damage.	• Treasure Chest in Midi Toy Box
Tough Belt	Defense: +30	HP UP 1 - Slightly increases maximum HP	• Treasure Chest in Coliseum • Purchased from the **Queen's Heart [Weapon Shop]** in Royal Capital
Wizard Belt	Defense: +50	MP UP 3 - Greatly increases maximum MP	• Trade in 3 Mechterite in Valrika's Laboratory
Valiant Belt	Defense: +54	TURN DEFENSE 1 - Slightly increases defense on every turn.	• Treasure Chest in Ancient Hill - Stone Pillar Path • Machine Locked Treasure Chest at Path to the Maxi Toy Box
Holy Belt	Defense: +60	ALL AILMENTS NULL - Nullifies all status abnormalities	• Reward for defeating the final Cinderella Tri-Stars boss battle.



Bangles Armor Equipment List

Equipment Name	Stats	Ability	How To Find
Iron Bangle	Defense: +15 Attack: +3	None	• Treasure Chest in En
Bionic Bangle	Defense: +36 Attack: +3	AUTO REGEN - Automatically casts Regen at the start of every battle.	• General System [Equipment Shop] in Chaos Realm
Cyclone Ring	Defense: +42 Attack: +5	SPEED UP 1- Slightly increases base speed stat.	• Machine Locked Treasure Chest at Path To Maxi Toy Box • Treasure Chest at Vibra Palace Entrance
Mirage Band	Defense: +58 Attack: +5	EVASION UP 1 - Increases chance of evading attacks.	• Chaos Chest in Maxi Toy Box - Underground - Cavern



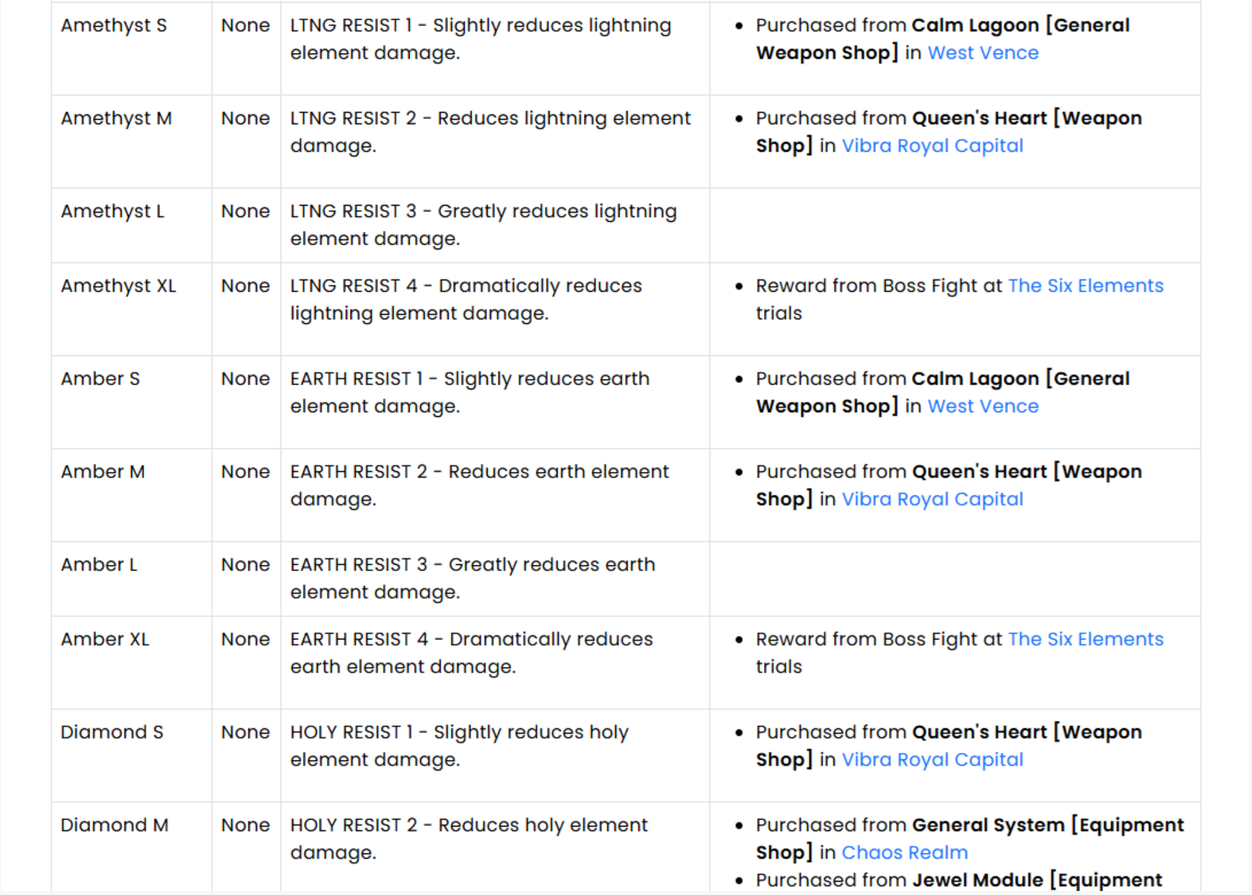
Stat Boost Jewel Equipment List

Equipment Name	Stats	Ability	How To Find
Ruby S	None	ATTACK UP 1 - Slightly increases attack power	• Purchased from **Luxury Arms [Weapon Shop]** in Uzra
Ruby M	None	ATTACK UP 2 - Increases attack power	• Purchased from **General System [Equipment Shop]** in Chaos Realm • Purchased from **Jewel Module [Equipment Shop]** in Secret Base
Ruby L	None	ATTACK UP 3 - Greatly increases attack power	
Ruby XL	None	ATTACK UP 4 - Dramatically increases attack power.	• Trade in 6 Mechterite in Valrika's Laboratory • Machine Chest in Maxi Toy Box - Underground - Cavern
Emerald S	None	DEFENSE UP 1 - Slightly increases defense.	• Purchased from **Luxury Arms [Weapon Shop]** in Uzra
Emerald M	None	DEFENSE UP 2 - Increases defense	• Purchased from **General System [Equipment Shop]** in Chaos Realm • Purchased from **Jewel Module [Equipment Shop]** in Secret Base • Reward from Funi
Emerald L			
Emerald XL	None	DEFENSE UP 4- Dramatically increases defense	• Chaos Chest in Maxi Toy Box - Underground - Cavern
Aquamarine S	None	ACCURACY UP 1 - Increases accuracy	• Purchased from **Luxury Arms [Weapon Shop]** in Uzra
Aquamarine L	None	ACCURACY UP 2 - Greatly increases accuracy.	
Peridot S	None	EVASION UP 1 - Increases chance of evading an attack.	• Purchased from **Luxury Arms [Weapon Shop]** in Uzra
Peridot L	None	EVASION UP 2 - Greatly increases chance of evading an attack.	• Treasure Chest in Maxi Toy Box
Pearl S	None	HP UP 1 - Slightly increases maximum HP.	• Purchased from **Heavy Metal [Weapon Shop]** in En
Pearl M	None	HP UP 2 - Increases maximum HP	• Purchased from **Jewel Module [Equipment Shop]** in Secret Base • Reward from Funi
Pearl L	None	HP UP 3 - Greatly increases maximum HP.	• Reward from Funi
Pearl XL	None	HP UP 4 - Dramatically increases maximum HP	• Trade in 5 Mechterite in Valrika's Laboratory
Opal S	None	MP UP 1 - Slightly increases maximum MP.	• Purchased from **Heavy Metal [Weapon Shop]** in En

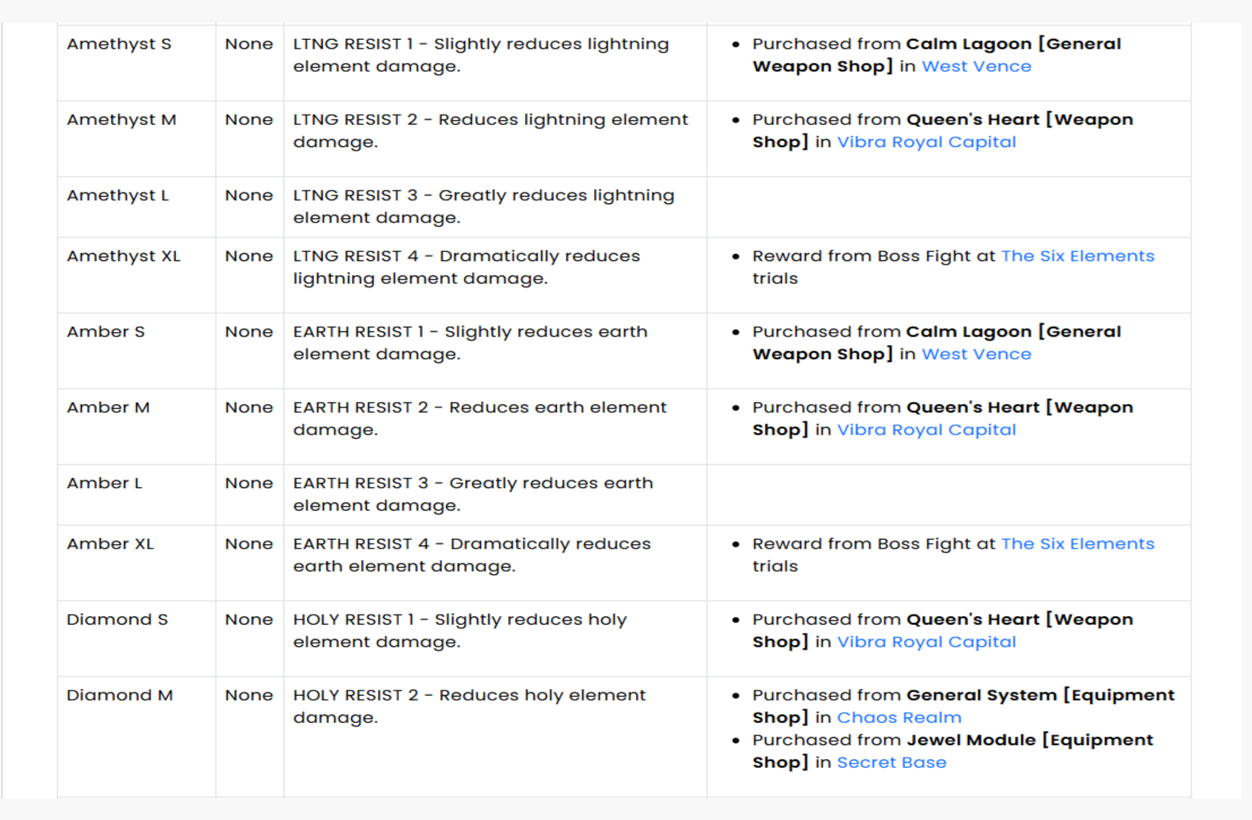
Opal M	None	MP UP 2 - Increases maximum MP.	• Purchased from **Jewel Module [Equipment Shop]** in Secret Base • Reward from Funi
Opal L	None	MP UP 3 - Greatly increases maximum MP	• Reward from Funi
Opal XL	None	MP UP 4 - Dramatically increases maximum MP	• Trade in 4 Mechterite in Valrika's Laboratory
Hermes Stone	None	SPEED UP 1 - Slightly increases base speed stat.	• Mechteria Treasure Chest at Vence - Harbor
Hermes' Grace	None	SPEED UP 2 - Greatly increases base speed stat.	• Treasure Chest at Shangri-La
Hermes' Brilliance	None	SPEED UP 3 - Increases base Speed stat.	• Trade in 9 Mechterite in Valrika's Laboratory

Def Boost Jewel Equipment List

Equipment Name	Stats	Ability	How To Find
Garnet S	None	FIRE RESIST 1 - Slightly reduces fire element damage.	• Purchased from **Calm Lagoon [General Weapon Shop]** in West Vence
Garnet M	None	FIRE RESIST 2 - Reduces fire element damage.	• Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital • Reward from Funi
Garnet L	None	FIRE RESIST 3 - Greatly reduces fire element damage.	• Boss Fight Salamander in Midi Toy Box
Garnet XL	None	FIRE RESIST 4 - Dramatically reduces fire element damage.	• Reward from Boss Fight at The Six Elements trials
Sapphire S	None	ICE RESIST 1 - Slightly reduces ice element damage.	• Purchased from **Calm Lagoon [General Weapon Shop]** in West Vence
Sapphire M	None	ICE RESIST 2 - Reduces ice element damage.	• Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital • Reward from Funi
Sapphire L	None	ICE RESIST 3 - Greatly reduces ice element damage.	
Sapphire XL	None	ICE RESIST 4 - Dramatically reduces ice element damage.	• Reward from Boss Fight at The Six Elements trials



Amethyst S	None	LTNG RESIST 1 - Slightly reduces lightning element damage.	- Purchased from **Calm Lagoon [General Weapon Shop]** in West Vence
Amethyst M	None	LTNG RESIST 2 - Reduces lightning element damage.	- Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital
Amethyst L	None	LTNG RESIST 3 - Greatly reduces lightning element damage.	
Amethyst XL	None	LTNG RESIST 4 - Dramatically reduces lightning element damage.	- Reward from Boss Fight at The Six Elements trials
Amber S	None	EARTH RESIST 1 - Slightly reduces earth element damage.	- Purchased from **Calm Lagoon [General Weapon Shop]** in West Vence
Amber M	None	EARTH RESIST 2 - Reduces earth element damage.	- Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital
Amber L	None	EARTH RESIST 3 - Greatly reduces earth element damage.	
Amber XL	None	EARTH RESIST 4 - Dramatically reduces earth element damage.	- Reward from Boss Fight at The Six Elements trials
Diamond S	None	HOLY RESIST 1 - Slightly reduces holy element damage.	- Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital
Diamond M	None	HOLY RESIST 2 - Reduces holy element damage.	- Purchased from **General System [Equipment Shop]** in Chaos Realm - Purchased from **Jewel Module [Equipment**



Amethyst S	None	LTNG RESIST 1 - Slightly reduces lightning element damage.	- Purchased from **Calm Lagoon [General Weapon Shop]** in West Vence
Amethyst M	None	LTNG RESIST 2 - Reduces lightning element damage.	- Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital
Amethyst L	None	LTNG RESIST 3 - Greatly reduces lightning element damage.	
Amethyst XL	None	LTNG RESIST 4 - Dramatically reduces lightning element damage.	- Reward from Boss Fight at The Six Elements trials
Amber S	None	EARTH RESIST 1 - Slightly reduces earth element damage.	- Purchased from **Calm Lagoon [General Weapon Shop]** in West Vence
Amber M	None	EARTH RESIST 2 - Reduces earth element damage.	- Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital
Amber L	None	EARTH RESIST 3 - Greatly reduces earth element damage.	
Amber XL	None	EARTH RESIST 4 - Dramatically reduces earth element damage.	- Reward from Boss Fight at The Six Elements trials
Diamond S	None	HOLY RESIST 1 - Slightly reduces holy element damage.	- Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital
Diamond M	None	HOLY RESIST 2 - Reduces holy element damage.	- Purchased from **General System [Equipment Shop]** in Chaos Realm - Purchased from **Jewel Module [Equipment Shop]** in Secret Base

Diamond L	None	HOLY RESIST 3 - Greatly reduces holy element damage.	
Diamond XL	None	HOLY RESIST 4 - Dramatically reduces holy element damage.	- Reward from Boss Fight at The Six Elements trials
Onyx S	None	DARK RESIST 1 - Slightly reduces dark element damage.	- Purchased from **Queen's Heart [Weapon Shop]** in Vibra Royal Capital
Onyx M	None	DARK RESIST 2 - Reduces dark element damage.	- Purchased from **General System [Equipment Shop]** in Chaos Realm - Purchased from **Jewel Module [Equipment Shop]** in Secret Base - Quest in Royal Capital
Onyx L	None	DARK RESIST 3 - Greatly reduces dark element damage.	
Onyx XL	None	DARK RESIST 4 - Dramatically reduces dark element damage.	- Reward from Boss Fight at The Six Elements trials
Rutile Quartz	None	SLOW NULL - Nullifies the Speed Down effect of Slow.	- Treasure Chest in Vence
Moss Quartz	None	SEAL NULL - Nullifies the Seal effect.	
Phantom Quartz	None	CURSE NULL - Nullifies the Curse effect.	
Snow Quartz	None	PETRIFY NULL - Nullifies the Petrify effect.	- Reward from Funi - Treasure Chest in Vence - Treasure Chest in Ancient Hill - Stone Pillar Path
Citrine Quartz	None	SLEEP NULL - Nullifies the Sleep Effect	
Smoky Quartz	None	MIST NULL - Nullifies the Mist effect	
Rose Quartz	None	POISON NULL - Nullifies the Poison effect.	- Reward from Funi - Treasure Chest in Chaos Realm
Sepia Quartz	None	DEATH NULL - Nullifies the Death effect.	- Behind the staircase in Bernard's Laboratory
Iris Quartz	None	BERSERK NULL - Nullifies the Berserk effect.	
Blue Quartz	None	ELM WEAKENING NULL - Nullifies all elemental weakening effects.	- Treasure Chest in Maxi Toy Box

Special Jewel Equipment List

Equipment Name	Stats	Ability	How To Find
Morganite S	None	KILL BONUS (HP) 1 - Recovers a very small amount of HP when an enemy is defeated.	- Purchase from NPC in Fantasian Secrets
Morganite L	None	KILL BONUS (HP) 2 - Recovers a small amount of HP when an enemy is defeated.	- Locked Machine Treasure Chest in Thaumatech Factory - Entrance Floor
Pezzottaite S	None	KILL BONUS (MP) 1 - Recovers a very small amount of MP when an enemy is defeated.	- Treasure Chest in Machine World
Pezzottaite L	None	KILL BONUS (MP) 2 - Recovers a small amount of MP when an enemy is defeated.	
Tanzanite	None	HP EVERY TURN 1 - Recovers a small amount of HP every turn.	- Buy from NPC in Coliseum
Disena's Tanzanite	None	HP EVERY TURN 2 - Recovers HP every turn.	- Treasure Chest in Leon's House in Maxi Toy Box
Sunstone	None	SURVIVAL CAST - Casts Cure and Resist as soon as the bearer becomes the last fighter standing in battle.	
Moonstone	None	DEATH CAST - Automatically casts Cure and Resist when bearer's HP falls below a certain amount. This effect only occurs once per battle.	
Obsidian	None	PIERCING DEPTH+ - Piercing attacks now pierce an enemy's guard, ignoring their defensive enhancements.	- Quest in Vence
Old Coral	None	HEALTHY BODY - During battle, increases the potency of healing magic and healing items used on bearer.	- Mentor in Fantasian Secrets
Iolite	None	SURVIVAL INSTINCT - The bearer of this skill will survive fatal damage with 1 HP. This effect only occurs once per battle.	- Treasure Chest in Chaos Realm - Purchasable from man in En - New District House
Cat's Eye	None	AUTO REVIVE - Automatically casts Revive when the bearer's HP falls to 0. This effect only occurs once per battle.	
Lapis Lazuli	None	AUTO REGEN - Automatically casts Regen at the start of every battle.	
Alexandrite	None	AUTO QUICK - Automatically casts Quick at the start of every battle.	- Found in the Hidden Room in the Maxi Toy Box (see quest The Lost Crystal Ball)
Large Jade	None	MP->HP CONVERSION 2 - Greatly reduces maximum MP in exchange for greatly increased maximum HP.	- Treasure Chest in Chaos Realm
Small Agate	None	HP->MP CONVERSION 1 - Reduces maximum HP in exchange for increased maximum MP.	- Treasure Chest in Ancient Hill
Vibran Secret Stone	None	EXP GAIN UP 1 - Increases the amount of experience rewarded at the end of battle.	- Mentor in Fantasian Secrets
Unfamiliar Stone	None	EXP GAIN UP 2 - Greatly increases the amount of experience rewarded at the end of battle.	- Find 6 Missing Robots - Turn in 1 Mechterite
Sparkly Stone	None	BOMB DISARM 100% - Guarantees a successful bomb defusal when using a Bomb Kit.	- Purchased from **Jewel Module [Equipment Shop]** in Secret Base

Fantasian Secrets

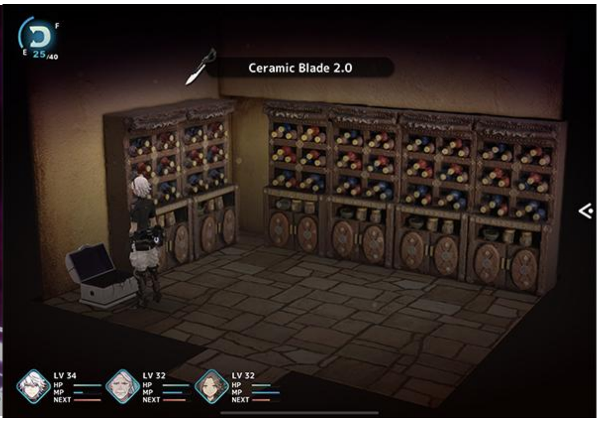
Here are all the things you should try to complete before going on to part 2. They give you some useful items that can make boss fights easier and grinding!

Fantasian Quests

- Fantasian Quests - Make sure you complete all the current quests for Part 1. When you progress through the Wormhole, you cannot go back until part 2 is released. The quests in Fantasian are pretty simple; their rewards are so & so, but you should definitely complete the True Dimengeon quest to boost the amount of monsters you can store.

Toy Boxes

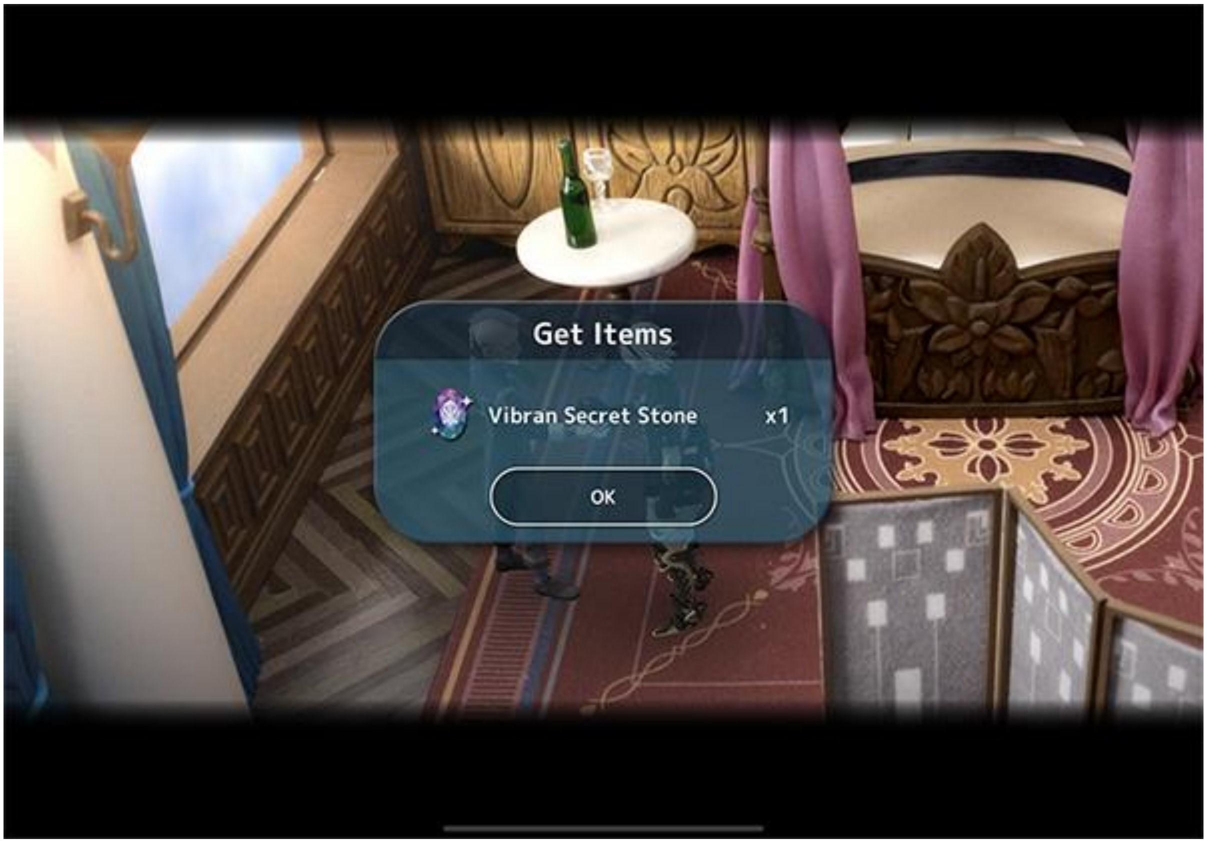
HP 5586
MP 133
HP 6034
MP 106
HP 4825
MP 81
A LV47 Eternal Holy
HP 200000/200000
1160
325
ITEMS HELD:
Elixir


25/40
Ceramic Blade 2.0
LV 34
LV 32
LV 32

- Go back to the **Mini Toy Box in En - New District**. Remember those levers you didn't know what to do with? Well now Leo remembers and it will open up a **Mechteria Treasure Chest** containing a **Ceramic Blade 2.0** weapon for **Leo** to equip.
- Go back to the **Midi Toy Box** in **Eastern Vence** and press the switch near one of the barrels. It will produce two **Mechteria Treasure**

Chests which give **Delta Knuckles** for **Captain Zinikr** and **Quark Edge** for **Ez**.
- Remember that Purple Box in the side room in **Maxi Toy Box**? It contains a boss called **Eternal Holy** that cannot currently be defeated. Feel free to check it out though- it has over **200,000 HP**

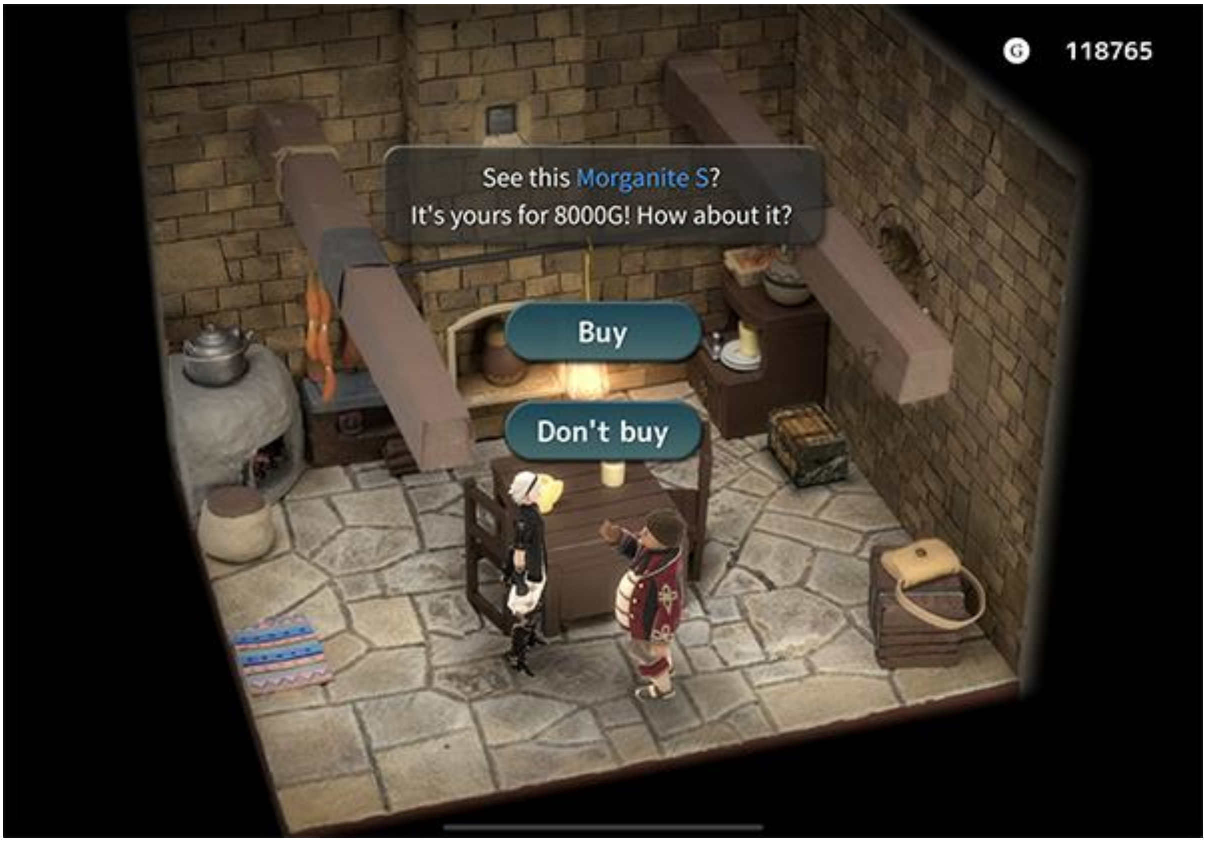
Mentors


Get Items

Vibran Secret Stone x1

- Speak with **Sebastian** at the **Uzra - Suite** and he will give you a **Vibran Secret Stone** that gives 1.5x EXP to whoever has it equipped. This is great for grinding up those last few levels.
- Speak with **Owen** at his shop in **En - Old District**. He will give you an **Old Coral** gem that increases the effectiveness of healing magic and healing items.

Other


See this Morganite S?
It's yours for 8000G! How about it?

- The first Residential House in **En - New District** was locked when you first arrived. It's now open and you can buy a **Morganite S** for **8,000 G**.
- Fumi are special monsters that appear in certain locations. As you've gotten stronger since you last bumped into them, you might be able to grind out some useful Gems for your party.
- The **max level in Fantasian is Level 35**. For grinding, the best location is the **Machine City** maps. The mobs don't have too many annoying side-effects that can slow you down when fighting in the Dimengeon.
- If you want to buy cheap materials, the shop in **Vibra - Outskirts** will sell you them at a discount. This is good for getting materials for Ez's crafting abilities.